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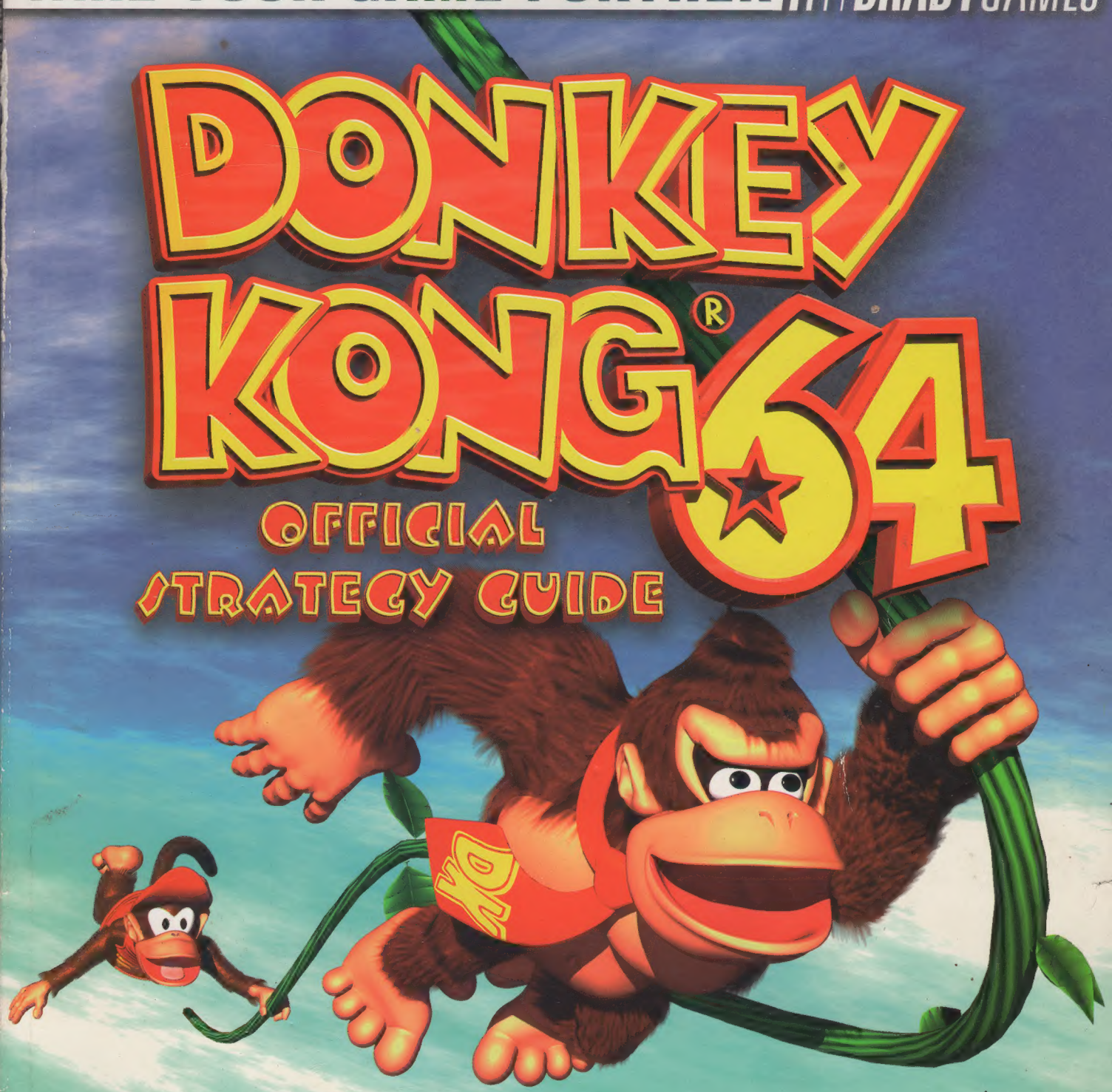
DONKEY KONG® 64

OFFICIAL STRATEGY GUIDE



This game has received the following rating from the ESRB

EVERYONE E CONTENT RATED BY ESRB

Official Nintendo Licensed Product

NINTENDO 64

Poster Inside! Detailed Maps! Every Golden Banana!

READING THE LEVEL MAPS

The level maps in this guide are marked with icons to illustrate important locations and items in the Single Player adventure. Take a look at the icon glossary below to learn what each icon represents. Many are color-coded to relate to a specific member of the DK Crew.

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= Bananaport Pads

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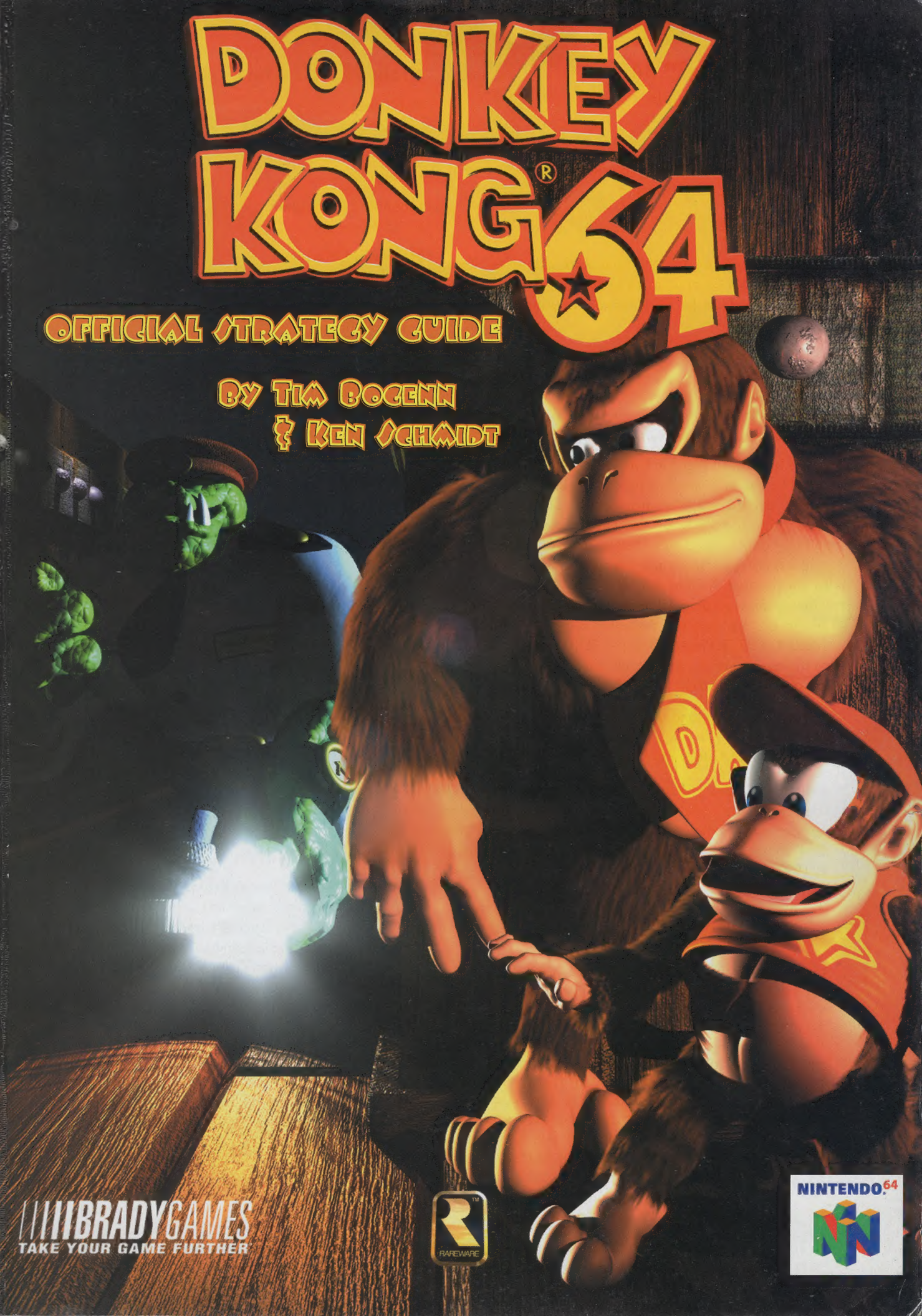
By Tim Bogenn
& Ken Schmidt



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RAREWARE™

NINTENDO 64

Donkey Kong™ 64

Official Strategy Guide

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DK CREW BASICS

All-Kong Moves

Moves marked with a [1] require a visit to Cranky before they can be used.

Moves marked with a [2] require a visit to Funky before they can be used.

Moves marked with a [3] require a visit to Candy before they can be used.

Moves marked with a [4] require a visit to Banana Fairy Queen before they can be used.

While Standing Still

Button Command	Action
A Button	Jump Up
B Button	Attack
B Button (hold, then release)	Power-Up Attack[4]
C-Down Button	Zoom In / Zoom Out
C-Left Button	Pan Camera View Left
C-Right Button	Pan Camera View Right
C-Up Button	Activate Look Around Mode
R Button	Center Camera View
Z Button	Crouch
Z Button	Bananaport on Actived Pad
B + B	Double Up Attack
Z + A	Backflip
Z + C-Left	Retrieve Shooter[2]
Z + C-Left	Deactivate Cranky Barrel Moves[1]
Z + C-Down	Retrieve Camera[4]
Z + C-Right	Throw Orange Grenades
Z + C-Up	Play Instrument[3]

While Moving Forward

Button Command	Action
A Button	Jump Forward
B Button	Attack
Z + A	Long Jump

With Shooter Out[2]

Button Command	Action
B Button	Shoot
C-Up Button	Toggle Aiming Sight Mode (or double-press Z + C-Left)
C-Left Button	Zoom In (with Sniper Scope)
C-Right Button	Zoom Out (with Sniper Scope)
Z + C-Left	Put Shooter Away

With Camera Out[4]

Button Command	Action
B Button	Take Photograph
Z + C-Down	Put Camera Away

While Jumping

Button Command	Action
B Button	Jumping Attack
Z Button	Simian Slam[1]

While Above Water

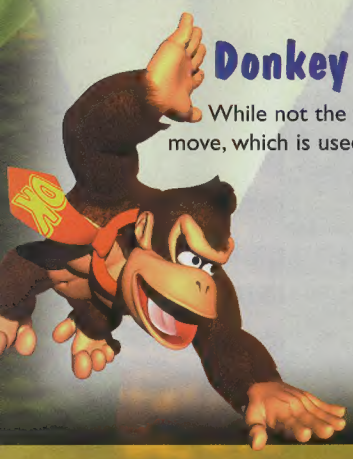
Button Command	Action
A Button	Hop Out of Water
B Button	Swim Faster
Z Button	Dive Underwater

While Under Water

Button Command	Action
A Button	Swim Fast
B Button	Swim Slow
Z Button	Stop

On Pads with Kong Faces

Button Command	Action
Z Button	Activates Pad[1]



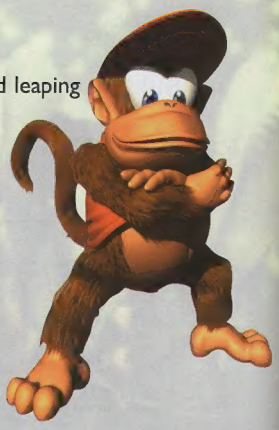
Donkey Kong

While not the fastest or strongest of the Kongs, DK is a nice blend of the two. The Gorilla Grab move, which is used to pull levers, activates some fun hidden extras in the game.

Donkey Kong-Only Moves

Button Command	Action
B Button (when DK is near a lever)	Pull Lever[1]
Z + B (when moving forward)	Rolling Attack

Diddy Kong



He may be a lightweight, but Diddy makes up for his size with an abundance of speed and leaping ability. The Rocketbarrel Boost carries him to places that no other Kong can reach.

Diddy Kong-Only Moves

Button Command	Action
Z + B	Chimpy Charge[1]

While using Rocketbarrel Boost[1]

Button Command	Action
A Button	Thrust
B Button	Fire Peanut Popguns
Z Button	Hover

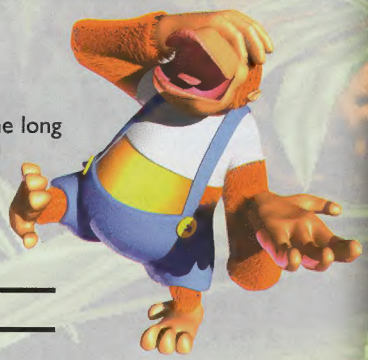
Tiny Kong

When faced with a very difficult jump or series of platforms, Tiny with her Ponytail Twirl is the Kong of choice. Press and hold the A Button, and she can safely fall from any height when using Ponytail Twirl.

Tiny Kong-Only Move

Button Command	Action
A + A	Ponytail Twirl[1]

Lanky Kong



He moves in an awkward fashion, but his long arms make grabbing ledges a snap. The long arms also make Lanky the best Kong to use in Battle Crown matches. He can stand still and hit any enemies well before they reach him.

Lanky Kong-Only Move

Button Command	Action
Z + B	Orangstand[1]

Chunky Kong

The strongest Kong has the ability to pick up and move rocks and other items that no other Kong can budge. The strength comes at the cost of speed. Chunky is easily the slowest and least agile of the Kongs.

Chunky Kong-Only Move

Button Command	Action
Z + B	Primate Punch[1]

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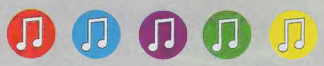
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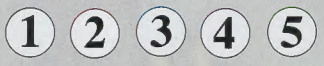
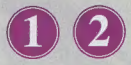
= Cranky's Kong Barrels


= Bananaport Pads


= Tiny's Monkeyport Pads

= Simian Slam Switches

= Imprisoned Kongs

DK ISLES

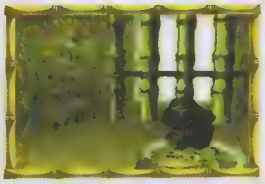
to Gloomy Galleon
to Fairy Queen
to Frantic Factory
to Jungle Japes
to Crystal Caves
to Angry Aztec
to Fungi Forest
K. Lumsy
A
B
X

Exploring and Training

Visit Cranky's Lab to activate the training barrels outside his hut. Explore the area and perform the training activities.

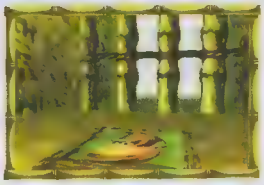
Gaining the Simian Slam

Afterward, return to Cranky's Lab to receive a potion, which will empower Donkey Kong with the Simian Slam (that's *Buttus Bashium* in Latin).

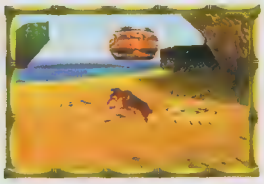


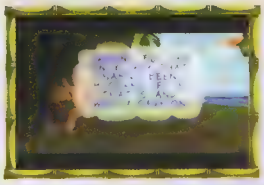
Exploring K. Lumsy Island

Use the Simian Slam on the Donkey Kong Simian Slam Switch to enter the World outside Donkey Kong's Island.



Walk across the Bananaport Pads numbered 1 through 5 to activate them, and follow the info bird's advice to visit K. Lumsy's Island just across the water.





Once inside of K. Lumsy's cave, you'll receive some advice on how to free him, and the location of the first Golden Banana will be revealed near the entrance to Jungle Japes.

Freeing K. Lumsy

K. Rool is holding K. Lumsy captive in a cage sealed tight with eight very large locks. The keys that open these locks are located on the various islands. Every time you defeat a boss, you'll earn a key. Bring the key to K. Lumsy and in return he will open one or more areas on the islands in the DK Isles level.

The DK Isles Golden Banana

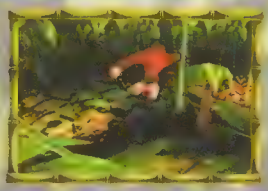
Swim back to Donkey Kong's island and head for the entrance to *Jungle Japes*, the first level of the game. It is located just around a short bend. As you approach the entrance, you'll collect your first **Golden Banana** of the game!

JUNGLE JAPES

A
To Mine
C
To DK Isles
DK
DK
A
BOSS

With Donkey Kong

Your first task is to swing on the vines above the trees in the narrow trail to collect the five bananas found near the gate switch. Land on the gate switch to activate the gate below and enter the main *Jungle Japes* area.

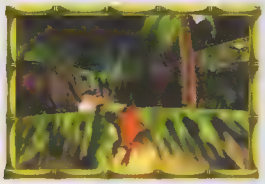


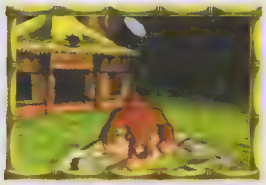
Golden Banana #1

Across the River and Up the Vine...

You'll find the first Golden Banana in front of Diddy's cage. Swim across the river and find the large vine growing up the cliff side.

Climb this vine to the top, where you will discover Funky's Armory. Swing across the vines, and then enter the Barrel Launcher to get rocketed up to a higher ledge, where you will find the first **Golden Banana** and Diddy being held captive in a caged-off alcove.





Getting the Coconut Shooter

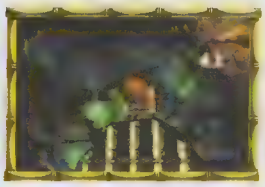
That Funky Monkey

Diddy tells you to go see Funky in the Armory.

Always be sure to search new areas for bananas and coins to collect before moving on to explore the rest of any level.

When you visit Funky in the Armory, fork over the three coins to purchase your first weapon, the **Coconut Shooter**.

Now that Donkey Kong has the Coconut Shooter, he will be able to knock down the yellow balloons to get more bananas. Use the Aiming Sight Mode and make sure to lead the balloons as they float around in the air.



Battle Crown

Step onto the Battle Arena Pad outside the Armory and press the Z Button to begin the Beaver Brawl.

Survive the Beaver onslaught for 30 seconds and don't fall out of the ring or loose all your health.

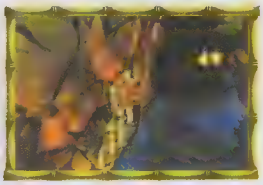
Battle Crown (cont.)

When you've won the Beaver Brawl, jump up in the center of the ring to collect the first Battle Crown.

Opening Diddy's Cage

Shooting Coconut Switch #1

To free Diddy, you must use the Coconut Shooter to trigger three Coconut Switches located above three closed gates in the area.

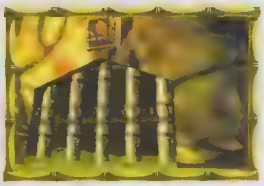


The first Coconut Switch is found just outside Funky's Armory. Walk toward the swinging vines and look down the edge of the cliff to find the first Coconut Switch just above the gate. Shoot it with your Coconut Shooter.

TIP The Aiming Sight Mode is very useful when trying to shoot distant or moving targets with your weapon.

Coconut Switch #2

To get to the second Coconut Switch, slide down the slope next to the large vine and swim across the water. In a nearby alcove, you'll see a large boulder resting on a square marked with a large "X." Look above the gate next to Bananaport Pad 3 and you'll find the second Coconut Switch. Shoot it with the Coconut Shooter.



Coconut Switch #3

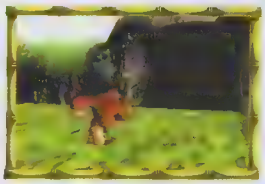
The final Coconut Switch is located at the opposite end of the river from Bananaport Pad 3. Swim across the river and enter an area with two blue beaver, a caged off cave entrance directly ahead, and another one up a steep slope to the right.

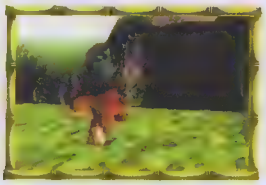
The Coconut Switch is above the cave entrance directly ahead. You know what to do—shoot it! Congratulations! You've unlocked Diddy Kong, along with the **Golden Banana** in his cage.

NOTE Grabbing the Golden Banana in Diddy's cage will open the three gates with the Coconut Switches above them.

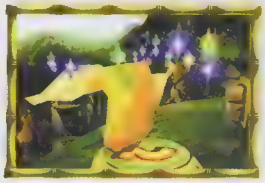
The Quest for Golden Banana #3

From the second Golden Banana, walk down the first slope toward the circular, earthen tower.





A Bananaport Pad 2 lies near the base of this tower; use it to "bananaport" to the starting area.

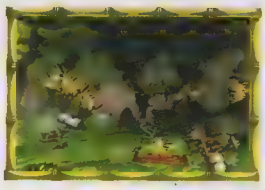


Swim directly across the water and walk over Bananaport Pad 4 to activate it. Continue along the path, collecting bananas. Follow the line of bananas to Cranky's Lab.

Rambi the Rhinoceros

Walk behind Cranky's Lab and use your Coconut Shooter to open up a gate with a Coconut Switch. Behind the gate is a box with a silhouette on it and some coins.

Collect the coins, and then walk into the box. Donkey Kong will be transformed into Rambi, the rhinoceros.



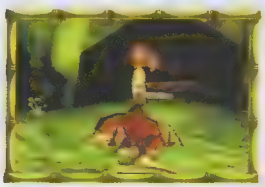
Charge through every hut in the area (by pressing the Z and B Buttons), and then head back through the tunnel, turning left up a short incline to crash through a door marked with Rambi's head. Use the Z and B Buttons to charge through the door.

After automatically changing back to Donkey Kong, return to the Cranky's Lab area and find the Simian Slam Switch with Donkey Kong's face on it. Use the Simian Slam to reveal the location of the third Golden Banana.

Cranky's Lab

Cranky has his latest potion ready for Donkey Kong, provided Donkey Kong has three coins. The potion gives you Baboon Blast (*Barrelum Perilous*), which you'll need to get the fourth Golden Banana.

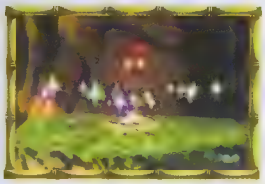
Grabbing the Golden Banana



After visiting Cranky, head back to the starting area and get the third **Golden Banana** that raised from the gated hole in the ground.

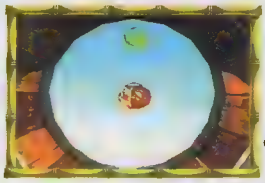
Golden Banana #4

Follow the river back to climb the tree near the boulder on top of the "X" square. Then swing across the vines, and reach the upper platform, where you'll find three coins and a Cranky's Kong Pad with Donkey Kong's face.

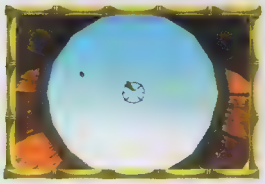


Barrel Blast

Step on top of the pad and press the Z Button to access Barrel Blast. Use the Z Button to launch from barrel to barrel.



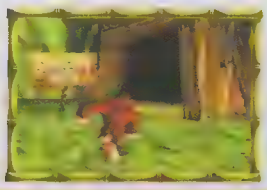
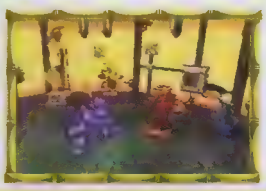
Make sure you have the next barrel in the crosshairs when you press the Z Button, or you will have to start this challenge from the beginning.



After you successfully negotiate every barrel, your final target is a **Golden Banana**!

Yellow Blueprint and Golden Banana #5

Enter the tunnel where you found Donkey Kong's Coconut Switch #2 (near the large boulder resting on the "X" square). You'll find a yellow-haired Krusha a short distance into the tunnel. Defeat it and pick up the **Yellow Blueprint** that it drops. Take the Blueprint to Snide's HQ and trade it in for a **Golden Banana**.

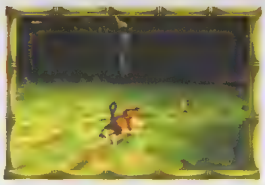
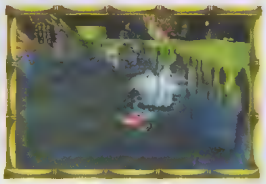



Krushas holding Bluprints have hair color that matches the character of the DK Crew that can collect the Blueprint.

WITH DIDDY KONG

Getting the Chimpy Charge

Run through the first narrow forest and cave on the way into the main *Jungle Japes* area, picking up the red bananas. Jump into the water, dive down, and pick up the three coins below the surface in the corner.

Surface and head toward Cranky's Lab. On the way, while running through the cave with Banaport 4 near its entrance, defeat the red-haired Krusha to obtain Diddy's **Red Blueprint**. Make sure you take the three coins near this Krusha.

Inside Cranky's hut, you can use the three coins to purchase the Chimpy Charge (*Hurtus Cranium*) potion.

Golden Banana #1

Timed Banana

Before leaving Cranky's area, find and use Diddy's Simian Slam Switch to open a gate near the Armory, revealing the first Golden Banana.

You have only 50 seconds to reach this area before the gate slams shut. Use the nearby Bananaport Pad 4 to save you the time of actually running back through the cave.

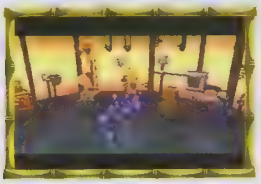
Jump in the water, climb the vine below the Armory, and enter the opened gate next to the Armory to score the **Golden Banana**.

Golden Banana #2

Peanut Popguns, Red Blueprint

Buy the **Peanut Popguns** from Funky's Armory, and then head to Snide's HQ (on the ledge above the Armory) to return the Blueprint you received by defeating the red-haired Krusha. In exchange, Snide will give Diddy the next **Golden Banana**.

A quick shortcut to Snide's HQ from the Armory is to jump onto the Armory's roof and then jump up to the next ledge, which is home to Snide's HQ.

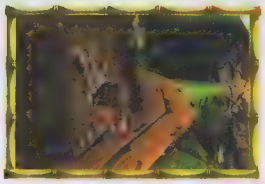


Golden Banana #3

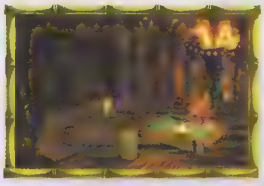
The Dark Tower

From Snide's HQ, head up the nearby slope, toward the circular, earthen tower. Shoot the Peanut Switch located on the side of the tower, near a Bananaport Pad 2.

Run around the timed wooden path that spirals up the tower. Before the path retracts, enter the cave opening and jump to the top of the structure inside and to the right.

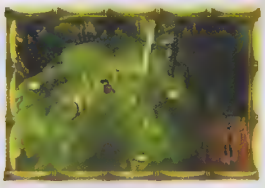


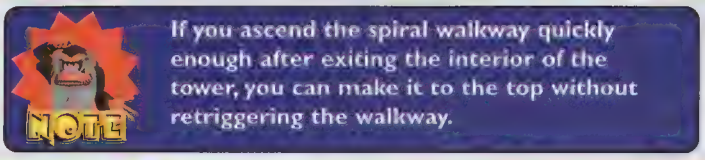
With the Peanut Popguns in Aiming Sight Mode, shoot the Peanut Switch on the opposite side of the room. Quickly walk across the timed plank that connects the platforms.



Use the Simian Slam Switch that reveals the Golden Banana on top of the exterior of the tower. Exit the cave and once again shoot the Peanut Switch to trigger the spiraling walkway.

Follow the path up once more, all the way to the top, and take the third **Golden Banana**!

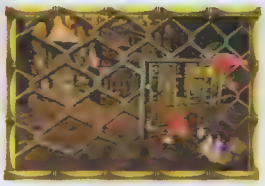


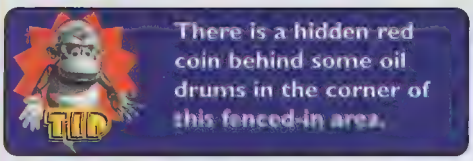

NOTE
If you ascend the spiral walkway quickly enough after exiting the interior of the tower, you can make it to the top without retriggering the walkway.

Golden Banana #4

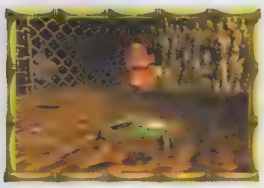
Up the Conveyor Belts

Enter the side of the tower again and make your way to the rear of the cave. On your way, you will run across a few bananas in the stream and a red coin on a pile of coal. Use Diddy's Chimpy Charge to open the gate that houses the conveyor speed controls.





Use a Chimpy Charge on the "Lo" button and then quickly use the nearby Simian Slam Switch to enter the conveyor area.

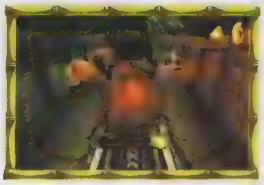


Jump onto the conveyor belts using the stacked crates and work your way around the room, finally dropping down into the duct.

As you explore further into the duct, you will come upon Diddy's Mine Cart Ride.

Mine Cart Ride

Using the Control Stick to lean and adjust your speed, and using the A Button to jump, negotiate the mine shaft course by grabbing as many coins as you can while avoiding obstacles and confrontations. It's important to dodge oncoming attacks, because each hit will rob you of precious coins.



TIP

To steer clear of the falling TNT barrels, slow down by pulling back on the Control Stick. However, this tactic will not fool the attacking Kremlins in the opposing carts. For these acts of aggression, try jumping or simply speeding up.

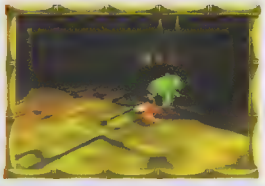
TIP

Diddy can trigger switches that will change the track on which he rides. To follow the path that contains the most coins, Diddy should trigger the first switch and ignore the next two.

Once you've finished the course with a total of 50 coins, you'll earn the next **Golden Banana**!

Golden Banana #5

Return to the entry tunnel and shoot the Peanut Switches near the closed gate. Inside, you will find the last **Golden Banana** and some coins.



WITH TINY KONG

NOTE

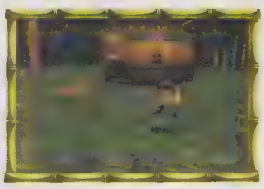
Diddy Kong frees Tiny Kong in the *Angry Aztec* level. Use Donkey Kong to defeat Army Dillo, the boss of *Jungle Japes*, to gain access to *Angry Aztec*. See Army Dillo boss strategy at the end of this level.

Golden Banana #1

Feather Bow and Mini Monkey

The first order of business for Tiny Kong in *Jungle Japes* is to purchase her weapon from Funky and her potion from Cranky, Mini Monkey (*Kongum Smallus*). Tiny will need three coins for each of these purchases.

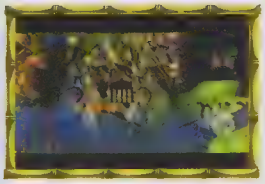
Without the Feather Bow or the Mini Monkey ability, almost all of Tiny's Golden Bananas in this level are out of reach.



Take some time to explore *Jungle Japes* and collect some bananas and coins. Take special note of the area around Cranky's Lab, as there is a Simian Switch with Tiny's face on it located there.

Trigger the switch with a Simian Slam, and the location of the Golden Banana will be revealed.

Once Tiny has gained the ability to shrink, she'll have access to Fairy Island (in the *DK Isles* world area). You'll eventually want to visit the Fairy Queen there, because that is when Tiny gains the Camera, which allows all members of the DK Crew to take pictures of the Fairies located throughout the game.



Timed Banana

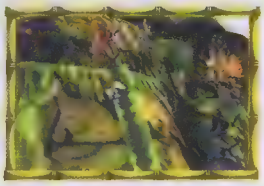
Tiny is given only 30 seconds to get the Golden Banana before the gate closes, so use Bananaport Pad 4 in front of Cranky's Lab to get a quick start.

Jump into the river and swim around a short bend (head away from the vine that leads up to the Armory), and hop into the hole in the side of the cliff to claim the Golden Banana.

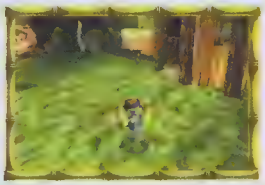
Golden Banana #2

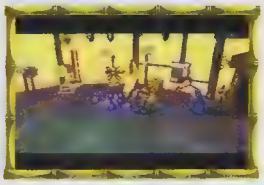
Blueprint Banana

Enter the cave near the vine that leads up to Funky's Armory (it's across the river, near a Bananaport Pad 3) and take out the Krusha with purple hair to claim the **Purple Blueprint**.



Exit the cave and climb up the vine to the Armory. Tiny should be able to jump to the roof of the Armory, and then up to the ledge above, where Snide's HQ is located. Turn in the Blueprint, and get a **Golden Banana** in exchange.





Golden Banana #3

Return to the cave near the very start of the level, and find the area that you opened with Diddy's Peanut Popguns.

There is a gate with a Feather Switch. Use the Feather Bow to open the gate and jump into the Golden Banana barrel to play Splish-Splash Salvage!

Splish-Splash Salvage

The object is to pick up 10 coins within the given time. The coins are in two rows, so the key to finishing this game in time is to find the right depth and then swim around in a circle.

Once you've reached the right depth, don't push the Control Stick up or down, just to the left or right. It can be tough enough to find the proper level the first time, so try to get it right so you don't have to do it more than once!

Once you complete Splish-Splash Salvage, you'll receive a **Golden Banana**!

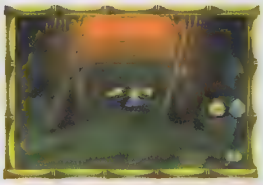
Golden Banana #4

Shrink, 'Shroom, Stump

Head back to the same tunnel where you fought the purple-haired Krusha, and use the Feather Bow on the two Feather Switches at the end of the tunnel to open the large gate.

Use the Tiny Kong Barrel to shrink in size and run through the logs to collect banana bunches.

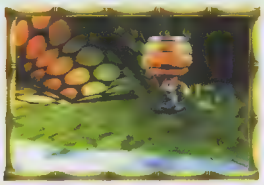
Find the red and white toadstool and perform a high jump to bounce from it to the top of the tree stump. Once on top, fall through the small opening and claim the **Golden Banana**.



Golden Banana #5

Inside the Beehive

Use the Tiny Kong Barrel near the beehive and enter the shell through the small opening.



Activate all the Simian Switches to open the gates within the shell. Collect all the Crystal Coconuts and bananas and finally the **Golden Banana**, which rests on the top of the tiered rise.

WITH LANKY KONG

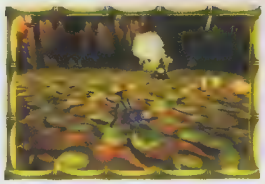
NOTE

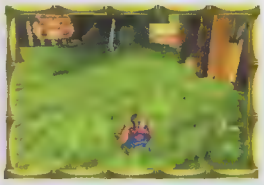
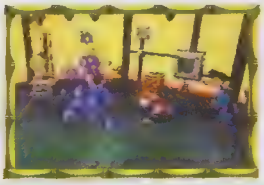
Donkey Kong frees Lanky Kong in the Angry Aztec level.

Golden Banana #1

Blueprint Banana

While getting familiar with the area and finding some coins for Lanky, you will encounter a blue-haired Krusha in the tunnels near Cranky's Lab. Defeat it and collect the **Blue Blueprint** piece.



Later, when it is time to buy Lanky's weapon from Funky's Armory, continue up to Snide's HQ to exchange the Blueprint for a **Golden Banana**.

Golden Banana #2

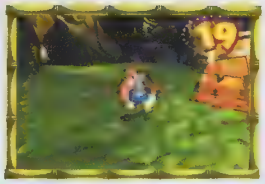
Timed Banana

Go inside Cranky's Lab and purchase Orangstand (*Palmus Walkum*) from Cranky.

In the area around the Lab, find the Simian Switch with Lanky's face and Simian Slam it. A Golden Banana will show up near the barrel launcher across from Funky's Armory.

Use the Bananaport Pad 4 to get a quick start, then climb up the vine and swing across to the Golden Banana.

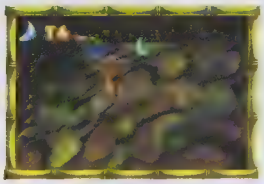
After collecting this **Golden Banana**, it's a good time to buy the Grape Shooter from Funky's Armory. You can then drop off the Blueprint piece at Snide's HQ, provided you haven't done so already.

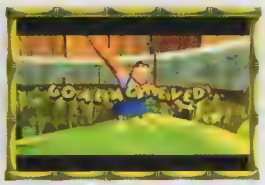


Golden Banana #3

Speed Swing Sortie!

In the tunnel area near the blue-haired Krusha, there are two steep paths that you can climb only with Lanky's Orangstand.



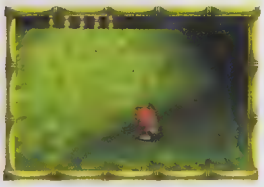


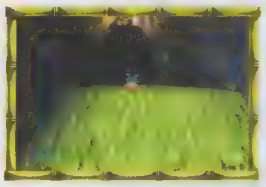
Climb both paths to discover a Golden Banana barrel. Jump into the barrel and complete Speedy Swing Sortie to earn a **Golden Banana**.

Golden Banana #4

Diddy's Switch, Lanky's Golden Banana

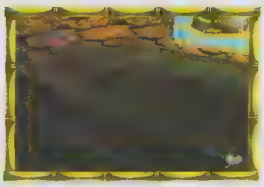
Very close to Bananaport Pad 3 is a gate at the top of a steep slope. This is in the alcove by the river with two blue beavers.

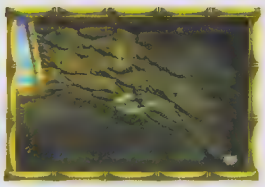




NOTE

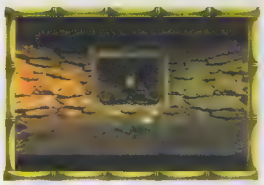
The gate is locked by a Peanut Switch, so Diddy needs to open up the gate with his Peanut Shooters to allow Lanky (by way of Orangstand) to enter.





Inside is a room with two pegs on the floor and a picture on the wall. Perform Simian Slams on both pegs to summon some bees.

Use Lanky's Grape Shooter to defeat the Bees, and a **Golden Banana** will be his reward.



NOTE

A Banana Fairy will appear after Lanky claims this Golden Banana. Once you've received the Camera from the Banana Fairy Queen, return to this area to photograph it.

Golden Banana #5

Mad Maze Maul!

Return to the cave near the start of the level and find the room that was opened by Diddy's Peanut Popguns.

One of the walls has a gate with a Grape Switch. Lanky needs to open the gate with his Grape Shooter to get to a floating Golden Banana barrel.

Jump inside and start up Made Maze Maul! Defeat the Kremlings and complete the maze in time to earn another **Golden Banana** for Lanky!

WITH CHUNKY KONG

NOTE

Lanky Kong frees Chunky Kong in the *Frantic Factory* level.

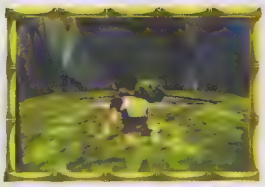
Golden Banana #1

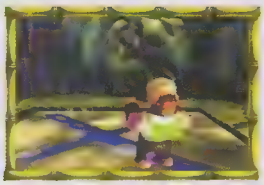
NOTE

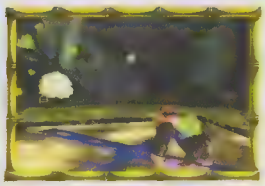
Even though four other characters have already explored every corner of this level, it is still important to take Chunky through the level to find bananas and coins for him.

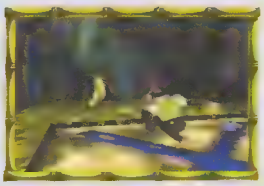
Banana Rock

While exploring, Chunky should encounter a rock sitting on top of a large "X" on the ground.









Use Chunky's ability to pick up rocks to throw the rock into a nearby wall. When it cracks open, a **Golden Banana** will appear.

NOTE

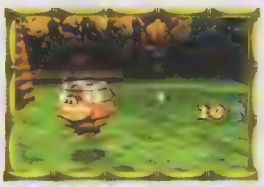
With Chunky, press the B Button to pick up items. A second press of the B Button will cause Chunky to throw the item. Pressing the Z Button after picking up an item will set it down.

Chunky's Shopping Spree

After collecting nine coins, it's time to make a few purchases from Funky and Cranky. First, find Funky and purchase Chunky's weapon, the Pineapple Launcher.

After purchasing the weapons for every Kong, Funky will offer an upgrade item for all Kongs: Ammo Belt 1. This upgrade increases the ammunition storage capacity from 50 to 100 shots.

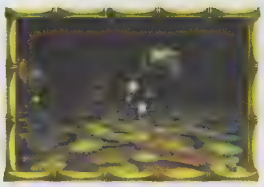
Visit Cranky's Lab and pick up Chunky's first potion, Hunky Chunky (*Kreminous Crushum*). Chunky can now use the floating Kong Barrels with his face on them to increase his size.

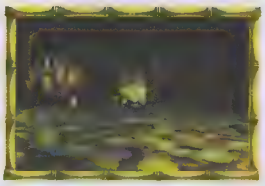


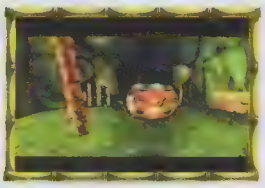
Golden Banana #2

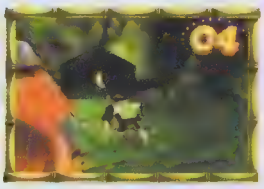
Timed Banana

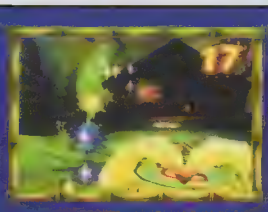
In the tunnels near Cranky's Lab, there is another rock that Chunky can pick up. Underneath the rock is a Simian Switch that will open a gate near Snide's HQ. Behind the gate is a **Golden Banana** for Chunky.











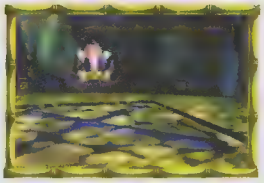
Don't run directly to Snide's HQ, because Chunky is too slow to make it. Instead, run to Bananaport Pad 2 near the cave entrance to the main area of *Jungle Japes* (next to the gate in the ground that produced a Golden Banana for Donkey Kong).

Use this Bananaport as a shortcut to the area just above Snide's HQ (near the earthen tower).

Golden Bananas #3 and #4

Some Swingin' Tunes, Please—

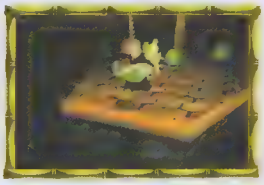
Remember that rock on top of the big "X" square? Now that the rock is out of the way, perform a few Simian Slams on the "X" to drop down to a new underground path.



Be careful when walking over this very narrow and twisty span. The light will cut in and out, making this trip even tougher.

At the end of the stone walkway, shoot the left eye in the face on the wall with Chunky's Pineapple launcher.

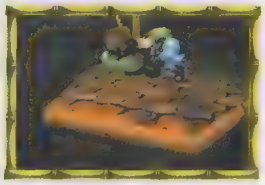
This will activate some vines. Swing from vine to vine, over to a ledge to claim a **Golden Banana**.

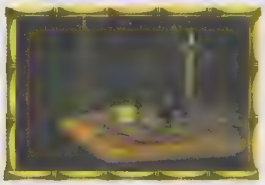


Blueprint Banana

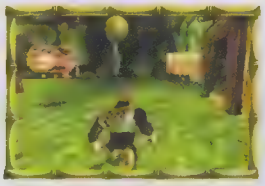
Return to the center platform and shoot the right eye. This will bring out a second set of vines.

Swing over to face the green-haired Krusha. Defate the Krusha and pick up the **Green Blueprint** piece.





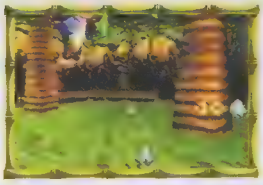
Find Snide's HQ and exchange the Blueprint for a **Golden Banana**.



Golden Banana #5

Hunky Chunky

This Golden Banana requires a little help from Tiny Kong. There are two Feather Switches that block an entrance to a cave near a Krusha. If Tiny has already collected all of her Golden Bananas, this area is already open.

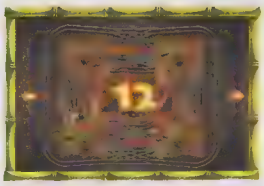


There is a Golden Banana barrel floating between the large trees in the center of the area, but it is too high for Chunky to reach… until he uses the other floating Kong Barrel in the area to activate Hunky Chunky. Chunky will increase in size and can now leap into the Golden Banana barrel between the trees.

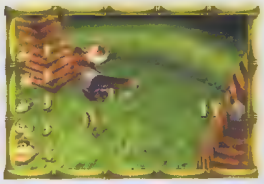
Minecart Mayhem!

Chunky will be transported to a game called Minecart Mayhem!

The key to winning this game is controlling the cart's speed. Slow down and watch the other cart to see which track it rides. When it's on the same track as Chunky, accelerate to beat it to the track changing areas. Quickly change tracks to avoid colliding with the oncoming cart.

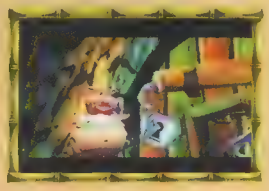


Survive without colliding for the allotted time, and Chunky will win a **Golden Banana**!



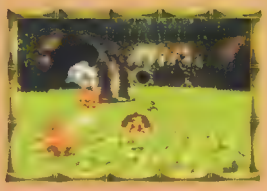
ARMY DILLO BOSS STRATEGY

Inside the cave near Cranky's (the area opened up by Rambi) you will find a small cave portal with a pig and a hippo on it. These are called Troff n' Scoff Portals. There are several doors like this on each level, but each leads to the same place: Troff n' Scoff.



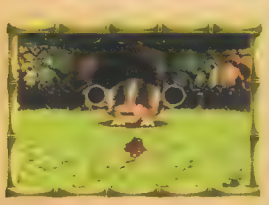
Inside, feed the bananas you've collected to Scoff (the hippo) by stepping onto the round Banana Pad located on the platform. When you've fed 60 bananas to Scoff, the scale will drop, raising Troff (the pig) to the lock on the double doors, enabling access to the boss.

While any character can feed bananas to the hippo, once the boss door is unlocked, only the character whose face appears on the door can pass through to fight the boss.



Army Dillo will roll out into the battle circle and start unloading his arsenal of fireballs on you. When Army Dillo begins launching fireballs, his first shots will be relatively slow paced. Avoid these blasts at all costs.

After several volleys, Army Dillo will pause to taunt you with a sinister chuckle. This is your chance! Immediately run to the pad in the center of the area and grab an explosive barrel by pressing the B Button.



Once you have a barrel, quickly and carefully aim for Army Dillo's head and press the B Button a second time to throw the barrel. If you time and aim your throw correctly, the barrel will explode and you'll see a brief cut-scene showing Army Dillo taking damage from the blast.

Each time Army Dillo pauses to snicker, you'll usually have time to throw only one barrel at him. If your first throw misses, you can sometimes squeeze in a second throw. In any case, as soon as you throw, put some distance between yourself and the boss. This will give you a little breathing room as the boss' onslaught resumes.

As the fight progresses, Army Dillo will pick up the pace of his shots, with short pauses between sets of two. As you run to avoid the shots, reverse direction just as the second shot in a set passes you. This will help you get a head start on avoiding the next pair of shots.

You'll have to successfully hit this armored boss three times before you defeat him. After defeating Army Dillo, Donkey Kong will be awarded one of the **Boss Keys** needed to free K. Lumsy!

Jungle Japes
Golden Banana Summary

Donkey Kong

- In front of Diddy's cage.
- Inside Diddy's cage; free Diddy to get Golden Banana.
- In the area with Cranky's Lab; Simian Slam on Switch uncovered as Rambi.
- Swing to the Barrel Blast Pad on top of a ledge, then complete Barrel Blast course.
- Defeat the yellow-haired Krusha found in the tunnel near Bananaport Pad 3.

Diddy Kong

- Simian Slam on top of the switch uncovered by Rambi in the area near Cranky's Lab.
- Behind the Peanut Popgun Switches near the beginning of the level.
- Inside the earthen tower; slow the conveyors, then run up them to complete the mine cart ride.
- Find the Switch inside the earthen tower to make the Golden Banana appear at the top.
- Defeat the red-haired Krusha found in the tunnels leading to Cranky's Lab.

Tiny Kong

- In the area near Cranky's Lab, activate the Simian Switch that was uncovered by Rambi.
- In the area behind the Feather Bow Switches, use the shrink ability to enter the beehive.
- In the area behind the Feather Bow Switches, use the mushroom to bounce upward and fall through the center of the tree stump.
- In the area opened by the Peanut Popguns, use the Feather Bow to open a gate to a Golden Banana Barrel.
- Defeat the purple-haired Krusha found in the tunnel near the Feather Bow Switches.

Lanky Kong

- In the area near Cranky's Lab, activate the Simian Switch that was uncovered by Rambi.
- In the area opened up by the Peanut Popguns, use the Grape Shooter to open a gate to a Golden Banana Barrel.
- In the central area, have Diddy open a gate at the top of a steep slope. Enter the cave, Simian Slam pegs into the ground, and then defeat the Zingers.
- Climb the steep slope near the blue-haired Krusha to get to a Golden Banana Barrel.
- Defeat the blue-haired Krusha found between two steep slopes.

Chunky Kong

- Pick up and throw the rock on top of the giant "X" square.
- Simian Slam through the "X" square and use the Pineapple Launcher to activate vines.
- Defeat the green-haired Krusha found in the area underneath the giant "X" square.
- Behind the door smashed open by Rambi, move the rock in the center of the room, and Simian Slam on top of the Switch.
- In the area opened by the Feather Bow, use the Hunky Chunky Barrel to climb a tree to the Golden Banana Barrel.

ANGRY AZTEC

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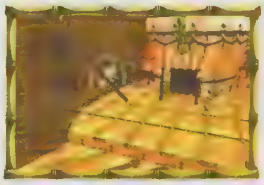
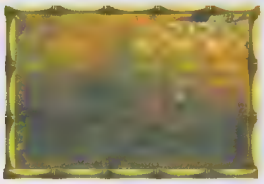
Getting the Guitar Gazump

Diddy is the Kong with which to begin the *Angry Aztec* level. Start out by paying B. Locker his fee of five Golden Bananas, and then proceed inside. Visit Candy's Music Shop and purchase Diddy's musical instrument, the Guitar Gazump.



Golden Banana #1, Free Tiny Kong

Head over to the large temple and scout around its perimeter. If Diddy needs to load up on ammo and coins, this is a good spot.



Go up the stairs and walk around the temple until you find the Peanut Switch. Use Diddy's Peanut Popgun on the Switch, and the front door will open.

Stone Monkey Tongues

Head into the temple and look for a Simian Switch on the floor. The switch will reveal stepped ledges that protrude like tongues from some heads on the wall.

Climb up these ledges until you reach a small opening in the wall.

Turn so that you're squared up with the monkey face on the wall opposite the one you just ascended. Use the Peanut Popguns to shoot the Peanut Switch near the face; this will extend a bridge that spans the room.

Once again, the Aiming Sight Mode will help you shoot the distant Peanut Switch.

Hurry across the bridge and jump up to find a Music Pad.

Holding the R Button to keep the camera view centered behind you can be helpful when executing precarious maneuvers. Ascending the wall with the tongue-like ledges and crossing the narrow bridge across the room are both good examples.

Melting the Ice

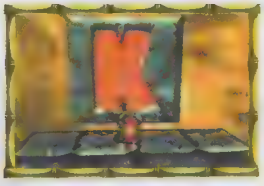
When Diddy plays his Guitar Gazump while standing on the Music Pad, a hole in the ceiling will appear and a scorching beam of light entering the room will melt the ice below.

"Gimme a K..."

Dive into the water and follow the bananas to the area where Tiny Kong is being held captive.

Use the Chimpy Charge on the square switch with Diddy's face on it to bring out the steps under the square K-O-N-G switches built into the wall.

While avoiding the enemies in the area, use the Chimpy Charge to press each of the letters to spell out 'K O N G.' This will free up Tiny Kong and a **Golden Banana** for Diddy.

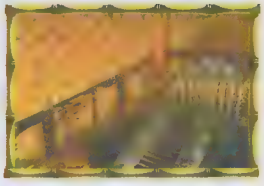


You must press the lettered switches in order. They will not work if you trigger them out of sequence.

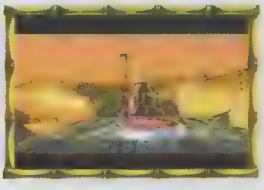
Golden Banana #2

Atop the Llama Cage

Find the Tag Barrel near the center of the outdoor area, and then the tree nearest the caged llama.



Climb up the tree and swing from vine to vine to the top of the llama's cage.



Play the Guitar Gazump to open the doorway to the second area of the *Angry Aztec* level.

Getting the Rocketbarrel Boost

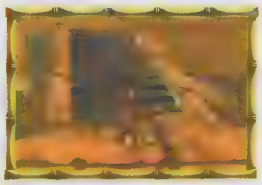
Go through the newly opened doorway and find Cranky's Lab.

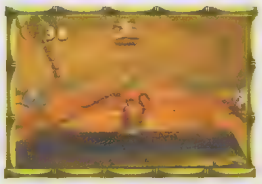
There is a very narrow path that runs over a lake of quicksand, so be careful making the crossing.

Cranky will sell you the Rocketbarrel Boost (*Boostum Highus*) and send you on your way.

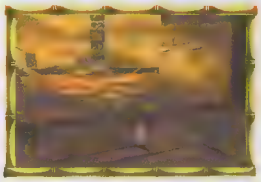
Freeing the Vulture

Return to the path and head to the newer area of the level.

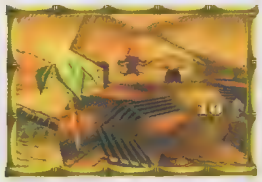


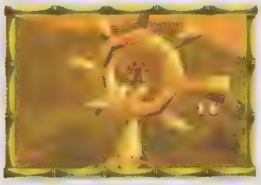


Atop a short flight of stairs, there will be a barrel with Diddy's face on it floating above the ground.



Jump into the barrel and use the now activated Rocketbarrel Boosters to fly up to the "golden eye" in the center of the area.





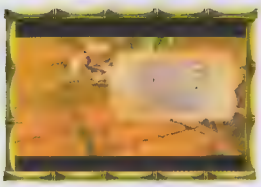
Fly through the eye three times to free the vulture that had been trapped inside.

NOTE

The Crystal Coconuts serve as Diddy's fuel for the Rocketbarrel Boosters. As Diddy is flying, once the onscreen Crystal Coconut "fuel gauge" counts down to zero, Diddy is out of fuel. Collect more Crystal Coconuts refuel. Also, when Diddy's feet touch down, the Rocketbarrel Boost is automatically deactivated and Diddy must return to a floating Diddy-faced barrel to reactivate the ability.

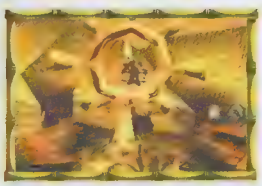
Vulture Ring Game

The vulture challenges Diddy to a flying ring game, in which you need to follow closely behind the vulture using the Rocketbarrel Booster to pass through the rings.



WARNING

If you fall too far behind, allowing the vulture to produce too many rings, the level will end and you must try again.

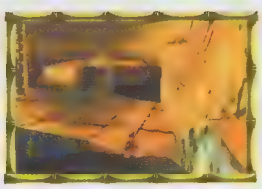


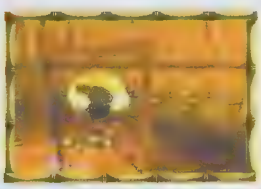
When you have successfully flown through all the rings, you will win a **Golden Banana** by once more flying through the "golden eye" at the top of the totem pole.

Golden Banana #3

Bang Some Gongs

In the second area of *Angry Aztec*, climb the set of stairs that lead to a foundation with a small, one-story structure.





Use the Chimpy Charge on the four gongs that occupy the corners of the foundation.

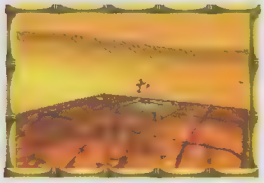
A tower will rise up from the center of the foundation and reveal the Golden Banana that rests on top.

Use the Rocketbarrel Boost to retrieve the third Golden Banana atop the tower.

Golden Banana #4

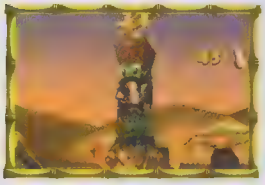
Feed the Totem Pole

Find the temple with five doors and use Diddy's Rocketbarrel Boost to land on top of it.



Activate the Simian Switch, which will start the totem pole spinning around.

Use Diddy's Peanut Popgun to feed it peanuts until it reveals all five Switches used to open the doors on the temple.



When feeding the totem pole, you'll have to time your shots carefully. Since you must fire from a distance and the pole's spinning speed fluctuates, this is often easier said than done!

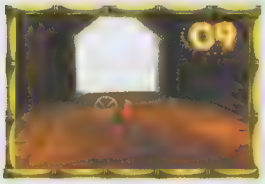
Entering the Temple

Shoot the Peanut Switches above one of the temple's doors to gain access inside.

Make your way through the maze of passages, and you will find a coin for Diddy.

Go to the top level and take a left turn to find the fourth **Golden Banana**.

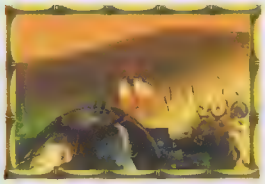
Don't celebrate yet! Get out of the temple before the timer runs out and the enemy targeting you gets a chance to fire!



Golden Banana #5

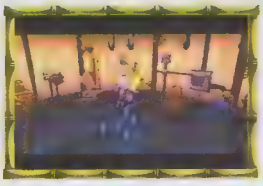
Blueprint Banana

Return to the first area of *Angry Aztec* and climb up the tree with the Rocketbarrel Boost above.



Fly to the top of the first temple and defeat the red-haired Krusha you'll find on its roof.

Grab the **Red Blueprint** and return it to Snide's HQ in exchange for the fifth **Golden Banana**!

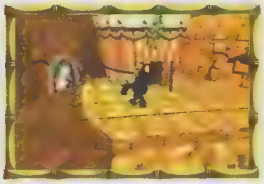


WITH DONKEY KONG

Golden Banana #1

Getting DK's Bongo Blast

Start out by talking with the caged llama and collecting the coins and bananas around it.



You can't do much to help the llama yet, so take Donkey to Candy's Music Shop to buy Donkey's musical instrument, Bongo Blast.

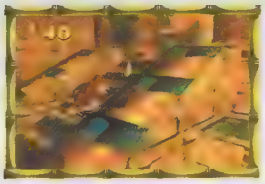
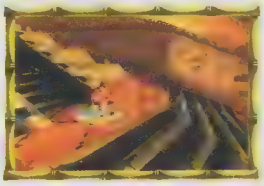
Donkey's next stop is Cranky's Lab, which is in the passage that connects the two areas of *Angry Aztec*.

Making Kong Strong

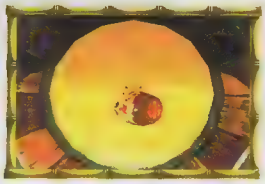
Carefully make your way along the narrow path to Cranky's Lab. Once you get inside, Cranky will sell you Strong Kong (*Strongum Kongus*), which activates invulnerability for Donkey when he enters the floating barrels with his face on them.

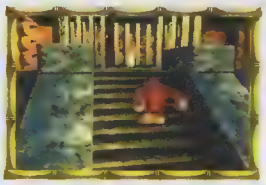
Barrel Blast

Enter the second area and find the temple with the llama's face on the door. There will be a Barrel Blast pad just before the stairway that leads upward.

Successfully complete the Barrel Blast course, and the caged llama in the first area will be set free, leaving a **Golden Banana** behind as a token of its gratitude. Go get it!

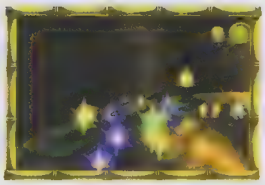




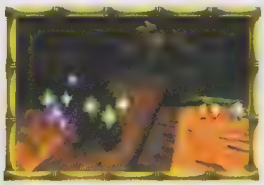
Golden Banana #2

Blueprint Banana

After grabbing the Golden Banana that the llama left behind, go back down the entry hall to where the two Coconut Switches are located.



Use the Coconut Shooter to open the doorway, and inside you'll find a floating barrel with Donkey Kong's face on it. Jump inside to activate Strong Kong; this will allow you to gather the bananas in the quicksand.



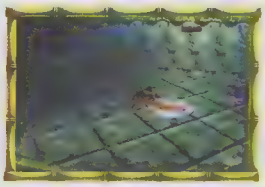
Then defeat the yellow-haired Krusha to gain the **Yellow Blueprint.** Take the Blueprint to Snide for a **Golden Banana**.

Snide's HQ is located in the second area of Angry Aztec, near the temple that Diddy raised by striking the gongs.

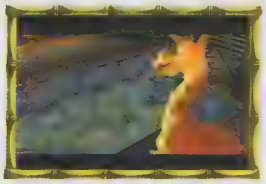
Golden Banana #3

Free Lanky!

Make your way back to the temple with the llama's head on the door. Use the Coconut Shooter to open the door and take some time to explore the interior, gathering bananas as you go.



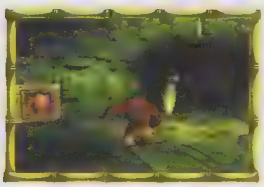
Find the Bongo Blast Music Pad and play your little tune to awaken the llama.



It will expectorate into the lava pool, making the water safe to swim.

Dive into the water and find the area where Lanky is held prisoner.

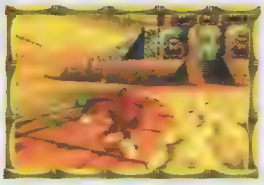
Use the Coconut Shooter to free Lanky, and he'll leave behind a **Golden Banana** for Donkey Kong.



Golden Banana #4

Inside the Temple

In the second area, find the temple with five doors.



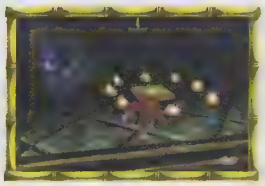
Diddy should have already revealed the Switches above each of the doorways by feeding the totem pole. Use the Coconut Shooter to gain entry into Donkey Kong's area of the temple. After some exploring, you'll find a **Golden Banana**.

Hurry out of the temple after you've gained the Golden Banana, or you'll be targeted and hit by a K. Rool weapon.

Golden Banana #5

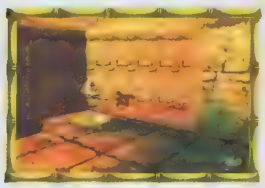
The Hidden Cave

While inside the temple with the llama on the door, search around the water and you'll find a Simian Slam Switch with Donkey's face.



Perform a Simian Slam on it, and it will reveal the opening to a hidden cave near Funky's Armory.

Take Donkey Kong there to find a floating barrel with his face on it. Jump into the barrel to activate Strong Kong and walk to the back of the cave.



Jump into the floating barrel to begin Stealthy Snoop. Complete this game and you'll earn Donkey's last **Golden Banana** in *Angry Aztec*.

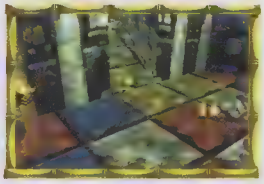
Golden Banana #1

Tiny Against the Klaptraps

Before entering the temple in the first area, stop by Candy's Shop and buy Tiny's instrument, Saxophone Slam.

Enter the temple by hitting the Feather Switches on the outside.

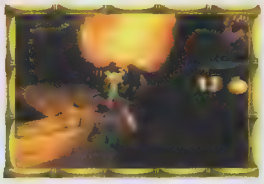
Search the interior, and find a floating barrel with Tiny's face. After entering the barrel and shrinking, jump into the water and swim through the very small hole.



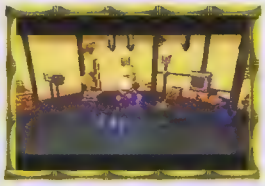
Tiny must defeat a few Klaptraps to earn a **Golden Banana** here.

Golden Banana #2

Blueprint Banana



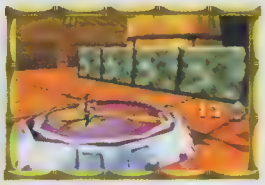
As Tiny travels through the tunnels that connect the two areas of *Angry Aztec*, she will encounter a purple-haired Krusha. It is the one near the raised platform in the intersection of tunnels.



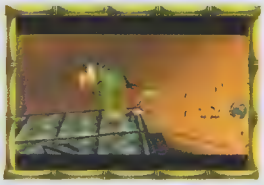
Defeat it and take the **Purple Blueprint** it leaves behind to Snide's HQ for another **Golden Banana**.

Golden Banana #3

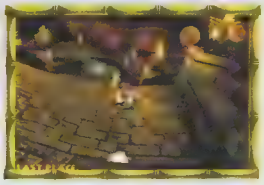
Race the Beetle



A short distance from Snide's HQ is the tower that Diddy raised by Chimpy Charging four gongs. In front of the tower are both a barrel with Tiny's face and a Music Pad.



Jump into the barrel, then head for the Music Pad. Tiny's song will call a bird that will drop her into a small hole at the top of the tower.

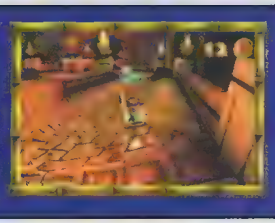


Inside, a beetle will challenge Tiny to a race. Tiny must collect 50 coins and beat the beetle to the end of the course. Along the way, avoid colliding with or touching the beetle, as your coin tally will be penalized each time you make contact.

Be prepared to practice this challenge several times to learn the layout of the course. Remember which turns have barriers and which don't so that you can accelerate through the former.

A good strategy for passing the beetle is to jump ahead of it when you're inside one of the two tunnels on the course, preferably the first. That way, you don't risk flying off the edge, and if you time it right, you can maneuver past without touching the beetle.

There are three sections of the course that split and then meet up again a short distance beyond. In order to maximize your coin potential, follow the right path at the first split. At both the second and third split, follow the left path.

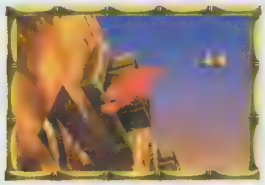


Once you've won this tough race, claim your **Golden Banana**!

Golden Banana #4

The Temple of Five Doors

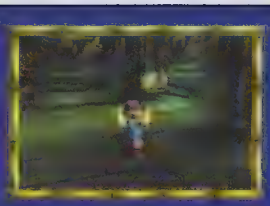
Find the temple with five doors. Tiny's door is in the center of the top row. Open the door with the Feather Bow, head inside, and explore the area.



Make sure Tiny's Feather Bow is fully loaded, as you'll need it to open up new passages inside.

A **Golden Banana** is waiting at the top of the maze. Make sure to get out in a hurry, or an invisible enemy will blast Tiny.

You'll find two Tiny Barrels located near two small entrances. Use the barrels to shrink and gain access to the small openings. One leads to a room with a Banana Fairy. The other to a room that contains several rolls of Bananaprint Film.



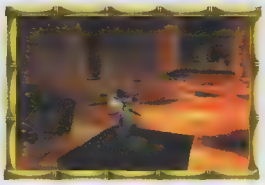
Golden Banana #5

Enter the temple with the llama's head on its door by hitting the Feather Switch on the side of the temple.

Hurry inside and do some exploring. There will be a barrel with Tiny's face near a small entrance. Use the barrel to get inside.

Watch out for the Krusha, and make sure to step on the Bananaport Pad 2. Only Tiny can get to it, but Lanky needs to be able to teleport to this area to collect his piece of the Blueprint.

Slam on the Simian Switch to raise a group of pedestals in the lava.



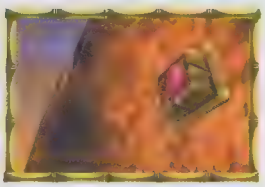
Hop across them, and slam the second Simian Switch. A second set of pedestals will appear and lead Tiny to a third Simian Switch. Slam the third switch, and the final set of pedestals will appear. Hop across them to the to the **Golden Banana**.

WITH LANKY KONG

Golden Banana #1

Getting the Trombone Tremor

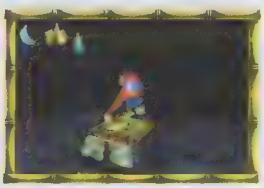
Visit Candy's Music Store and purchase Lanky's musical instrument, Trombone Tremor, since he will soon need it.



Stay in the first area of *Angry Aztec* and go to the temple. There is a Grape Switch on the rear of the structure that Lanky needs to hit with his Grape Shooter. Once you trigger the Switch, hurry around to the open door and get inside.

Shrink the Vulture

Explore the interior, then take a quick dip into the pool of water. Swim through two openings in the stone walls under the water.



Climb up to the top of the pylon, and find a Simian Switch with Lanky's face on it.

After triggering it, a vulture with a Golden Banana in its talons will appear. Use the Grape Shooter to hit the vulture until it becomes too small to carry the **Golden Banana**.

Battle Crown

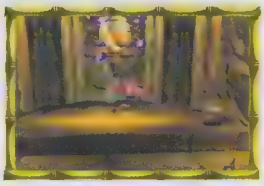
After Lanky picks up the Golden Banana, the water in the room will drain to reveal a Battle Arena Pad.

Activate it, and Lanky will be thrown into the Kritter Karnage arena. Survive 30 seconds against a swarm of Kremlings, and Lanky will earn a Battle Crown. Any character can be used to win the crown.

Golden Banana #2

Big Bug Bash!

Make the trip to the second area of *Angry Aztec* and climb a tree near the temple with five doors.

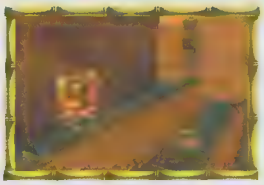


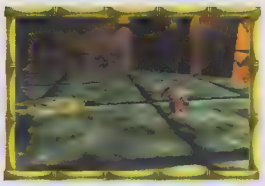
Find the Grape Switch and open the door. Head inside and use the Grape Shooter to open new paths until you find a floating barrel. Jump inside to start up Big Bug Bash! Swat enough bugs in the time allotted to earn a **Golden Banana**.

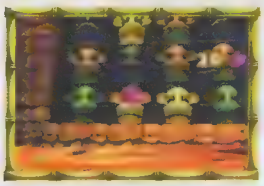
Golden Banana #3

Spinning Faces

Make your way to the temple with the llama face on the door. To open the door, use Lanky's Grape Shooter on the Grape Switch on the exterior of the temple.







At one end of the temple's interior, there is a Grape Switch and two huge doors. Shoot the Grape Switch to open the doors, and step inside the new area.

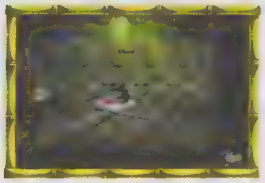
Use a Simian Slam on the Simian Switch, and the faces on the wall will be exposed. Use the Grape Shooter to start one of the faces spinning.

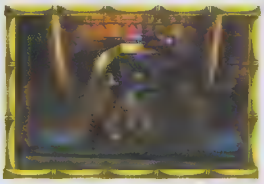
Shoot the same-colored faces consecutively, or the faces will stop. After getting every face of the same color spinning, move on to the next color until every face is spinning. Once you've accomplished this, Lanky will get a **Golden Banana**.

Make sure to listen for the audible cue that plays when enemies reappear. They won't wait for Lanky to complete the task before they attack.

Golden Banana #4

Teetering Turtle Trouble





Take some time to explore the rest of the temple. You'll come across a Music Pad with a trombone on it. After you play a Trombone Tremor, two snake heads will join over the center of the pool, creating a stone bridge.

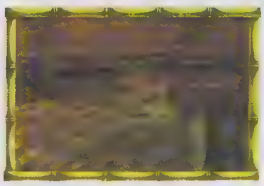
Use the Orangstand to walk over the bridge. You'll find a floating barrel at the center of the bridge. Jump inside, and Teetering Turtle Trouble will start.

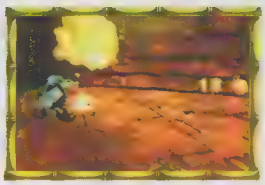
To play this game, shoot watermelons to feed the snakes, which will keep the turtles spinning. If any of the turtles stops spinning, you'll have to try again.

Once you complete the game, Lanky will earn a **Golden Banana**.

Golden Banana #5

Blueprint Banana





Find the Bananaport Pad 2 inside the temple. Activate it, and Lanky will be placed almost on top of a blue-haired Krusha.

Defeat the Krusha and claim the **Blueprint**. If you've collected the other two Golden Bananas in the temple, return the Blueprint to Snide's HQ for Lanky's last **Golden Banana** in *Angry Aztec*.

Wrinkly Kong Hint Door?

If you're having a hard time finding the Wrinkly Kong door for Chunky, then look to Tiny for a helping hand… or Feather Bow in this case. Shoot the Feather Switch on the wall and switch back to Chunky.

As Chunky, walk down the newly opened tunnel and defeat the two bees. You'll find a Hunky Chunky barrel in a corner of the room. Jump into the barrel, and then hop on top of the raised stone platform in the center of the small room.

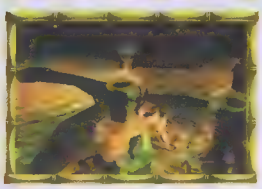
Wrinkly's hint door for Chunky will appear in the main area.

Golden Banana #1

Spinning Match Game

After entering the *Angry Aztec* area and swinging over the first quicksand pit, there will be a pair of Pineapple Switches on either side of a large door.

Use the Pineapple Shooter to open the door and reveal four large, brown jug-like objects with green symbols, each resting at the end of its own walkway in the quicksand.



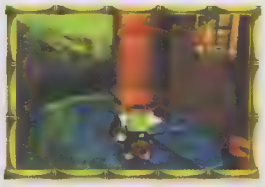
Use the B Button to pick up each jug and carry it to the matching symbol on the floor in the center of the room.

Use the Z Button to set each one down on the correct marking. Once in place, each jug will begin to spin. When all four are in place, a **Golden Banana** will fly into the room as Chunky's reward.

Golden Banana #2

Triangle Trample

Explore the first area until Chunky has at least three coins to spend at Candy's. Chunky's instrument is called Triangle Trample, and it's needed to get the Golden Banana inside the temple in the first area.



Shoot the Pineapple Switch to gain access to the temple, and hurry to the front to get inside before the door closes.

Take some time to explore the temple and pick up any items that Chunky needs. Down a short corridor, and guarded by Kremlings hiding inside explosive barrels, is a Music Pad for Chunky.

Defeat the Kremlings with an Orange Grenade or keep clear until they blow themselves up. While stepping on the Pad, use Triangle Trample to open the door, and head inside to claim the Golden Banana.

The Tumble Cycle

What?! The Golden Banana was taken back under? The trap is sprung as a horde of Klaptraps comes after Chunky.

These aren't regular Klaptraps, as their teeth don't pop out to continue the attack after you defeat them.

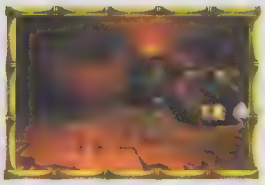
The room will tumble onto its side after each set of Klaptraps is defeated, until it finally returns to its original orientation. At that point, the **Golden Banana** will re-appear and Chunky can move on.

Golden Banana #3

Hunky Chunky Puzzle

In the passage between the first and second areas of *Angry Aztec*, there is a Golden Banana Barrel under a cage. Nearby, there is a Hunky Chunky barrel and a large stone platform raised above the ground.

Chunky can grow in size and hop on the platform to raise the cage over the Golden Banana barrel, but as soon as he moves off, the cage goes back down.

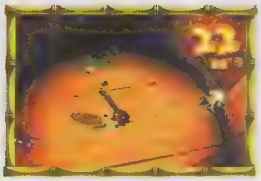


Down another corridor is a large rock that Chunky can pick up (only when he's Hunky) and carry to the raised platform.

Press the B Button to pick up the rock, carry it back to the raised platform, and hop on top. Press the Z Button to set the rock down on the platform, then move back to the room with the barrel under the cage.

Busy Barrel Barrage!

Jump into the barrel and begin Busy Barrel Barrage. Chunky uses the Pineapple Shooter to keep four Kremlings from hitting him.



The best way to win this game is to keep shooting the Kremlings in order. They all regenerate at the same speed, so you can use a pattern once you knock out the first group.

Survive the game to earn a **Golden Banana**.

Cranky's Lab

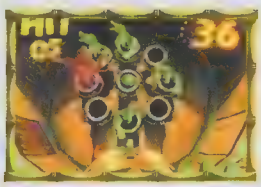
Visit Cranky's Lab and get the new potion, Primate Punch (*Sandwichium Knucklus*). It gives Chunky a super punch ability. You won't need it in *Angry Aztec*, but it certainly won't hurt to have it when you face some of the stronger enemies.

If Chunky has enough coins, he can purchase Primate Punch while he's still in *Jungle Japes*.

Golden Banana #4

Kremling Kosh!

Enter the temple with five doors in the second area of *Angry Aztec*. Chunky's door is on the top row, next to Tiny's Feather Switch. Explore the temple and use the Pineapple Launcher to open new areas.



You'll find a Golden Banana Barrel at the end of the maze; it will send Chunky to a game of Kremling Kosh! Chunky uses a watermelon gun to knock out the Kremlings that pop up out of the barrels.

Green Kremlings are worth one hit and red Kremlings are worth two. Complete the game to earn a **Golden Banana**!

Golden Banana #5

Blueprint Banana

While hunting for the Golden Banana inside the five-door temple, Chunky should also encounter a green-haired Krusha.

Defeat the Krusha and grab the **Green Blueprint** it leaves behind. Take the blueprint to Snide's HQ and receive a **Golden Banana** in trade.

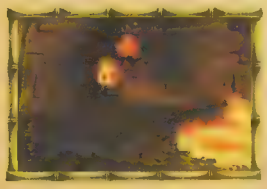
DOGADON BOSS STRATEGY

Diddy Kong is the chosen one to defeat the *Angry Aztec* boss, Dogadon. After feeding Scoff 120 bananas, choose Diddy and head through the door.

The opening scene shows Diddy smashing a small, dragonfly-like Dogadon that was pestering him. Too bad for Diddy that doing so has incensed a real monster of a Dogadon!

The Dogadon vents its frustration in the form of huge chunks of burning rock aimed directly at Diddy.

Keep clear of the burning rock and the immediate area where one impacts the ground; a fiery shock wave erupts and will cause damage.

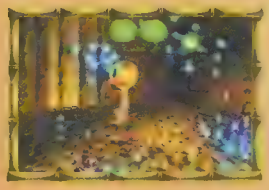


Dodge the initial barrage of flaming rocks and wait for the Dogadon to land, roar, and rest a moment. As soon as it lands, use the B Button to pick up an explosive barrel in the center of the area. Aim for the center of the Dogadon and press the B Button again to throw the barrel at the Dogadon.

The Dogadon falls into the lava but don't let this fool you! It rises from the magma to begin firing twice as many shots, and from two different corners.

Just as before, Diddy needs to dodge the flaming rocks and the immediate area around their impact zone. When the Dogadon lands to rest, hit it with another barrel.

Once again, the Dogadon falls into the lava after being hit with the TNT. It quickly returns and fires at Diddy from three different corners before stopping to rest. Pick up and toss another TNT barrel at the Dogadon to defeat it for good, and then claim your **Boss Key**!



Jungle Japes Golden Banana Summary

Donkey Kong

- Use the Barrel Blast Pad found in the second area to free the llama.
- Inside the llama temple found in the second area, play Bongo Blast and then free Lanky.
- Activate the Simian Switch inside the llama temple to a reveal hidden area near Snide's HQ.
- Inside the temple with five doors, after Diddy has revealed the switches above the doorways.
- Defeat the yellow-haired Krusha found behind a Coconut Shooter Switch.

Diddy Kong

- Free Tiny inside the temple in the second area.
- Fly through the "golden eye" at the top of the totem pole in the center area, then through the rings left behind by the vulture.
- Feed the totem pole to reveal the switches above the doorways on the temple with five doors. Enter the temple and find the Golden Banana.
- Chimpy Charge the gongs in the second area. Use Rocketbarrel Boost to retrieve the Golden Banana.
- Defeat the red-haired Krusha found on top of the temple in the first area.

Tiny Kong

- In the temple in the first area, shrink and swim through the small hole in the wall. Defeat the Klaptraps that appear.
- At the temple raised by Diddy, shrink and then play Saxophone Slam to enter. Defeat the beetle in a race to win a Golden Banana.
- Inside the temple with five doors.
- Inside the llama temple, shirnk to reach an area near the blue-haired Krusha. Use the Simian Switch to raise pillars out of the lava.
- Defeat the purple-haired Krusha found in the tunnel between the first and second areas.

Lanky Kong

- Inside the temple in the first area, find the Simian Switch to release a vulture. Use the Grape Shooter to shrink the vulture.
- Inside the llama temple, use Trombone Tremor to raise the snake bridge. Use the Orangstand to reach the center of the bridge.
- Inside the llama temple, use the Grape Shooter to spin the faces.
- Inside the temple with five doors.
- After Tiny has activated them, use Bananaport Pad 2 inside the llama temple to reach the blue-haired Krusha.

Chunky Kong

- At the start of the level, use the Pineapple Launcher to reveal room with four large jugs. Place jugs on top of matching symbols on the floor.
- In the temple in the first area, use Triangle Trample to open a door, then defeat the Klaptraps that appear as the room rotates.
- Inside the temple with five doors.
- Defeat the green-haired Krusha found inside the temple with five doors.
- In the tunnel between the two main areas, place the boulder on the platform switch that raises the cage over the Golden Banana.

FRANTIC FACTORY

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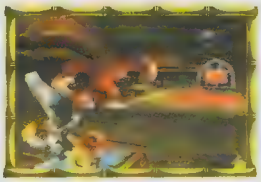
BOSS

The Quest for Golden Banana #1

Begin by heading into the room off of the first and perform a Simian Slam on the generic Switch near the two Kremling robots; this will open a hatch down the hall.



Step on the two Bananaport Pads to activate them, pick up the Oranges in the first room, and head into the tunnel closest to Bananaport Pad 1.

Pick up the trail of bananas and descend the pole at the end of the tunnel down to the bottom, where you will find some yellow coins. Follow another yellow banana trail into the descending tunnel to enter the Production area. Enter the Storage Room door on the opposite side of the toy machine and step onto the Donkey Kong Barrel Blast pad in the following room, where you will discover Chunky in a suspended cage.

After successfully hitting all the Barrel Blast targets, Donkey Kong will see a lever appear in front of a classic *Donkey Kong* arcade game in another room. Now all you need is the ability to pull levers!

Gaining the Gorilla Grab

In this same room, climb the stack of toy boxes to the tunnel above, and enter Cranky's Lab in the next room.

For seven coins, Cranky will sell you the Gorilla Grab potion (*Simium Strainus*). This will give Donkey Kong the ability to pull the various levers throughout the level.

DK Arcade Game Golden Banana

Back in the room where Chunky is imprisoned, perform a Simian Slam on the generic pad at the foot of the stacked toy boxes. This will open a gate down the opposite tunnel in the first room of the level.

Enter the small room that juts off from this area and climb the pole that is closely guarded by the purple-haired Krusha.

Follow the tunnel above to the only open room, which contains the arcade game. Pull the lever by pressing the B Button while Donkey Kong's feet are in place on the footplate. You must play four levels of the original *Donkey Kong* to receive a **Golden Banana**.

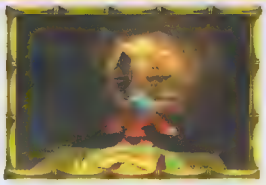
Play carefully; while this *Donkey Kong* game is remarkably faithful to the original, you start with only one life!

Pay two coins, pull the lever again, and beat the game once more to win a **Nintendo Coin**.

You'll need the Nintendo Coin, along with the Rareware Coin (earned by beating the game you access in Cranky's Lab for 15 Banana Medals), to open a door in *Hideout Helm* that accesses the final K. Lumsy Key and a Banana Fairy.

Golden Banana #2

High Voltage Shack

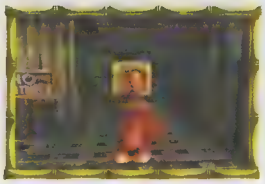


Return to the first room of the level and head down the tunnel near Bananaport Pad 2.

Enter the now open gate at the end of the hall and climb the pole. Enter the Testing Department door and take a right into the room with the very large stack of colored playing blocks. Find and enter the door labeled "R&D," and climb the pole to the upper R&D area.

While on the upper level of the R&D area, a short tunnel will lead to a room with a few yellow coins and a lever. Pull the lever to uncover the Battle Arena Pad.

Climb the small wooden ladder to the next level and enter the first door to the right. Shoot the yellow balloon and then head down the pole to the same room where Chunky is being held captive, only you will be on the upper ledge with the High Voltage shack. Shoot the Coconut Switch to open the door and enter the small shack.



Pull the lever inside to receive the **Golden Banana**. Make sure not to miss out on all the yellow bananas, film, and coin in this room.

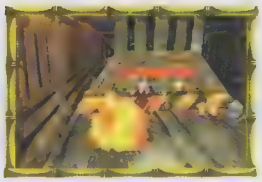
Battle Crown

Donkey gains access to the Arena Ambush! by pulling a lever in the R&D level. Near the Bananaport Pad 2, you'll find a tunnel that leads to an office that contains a sales chart and a monitor. When Donkey pulls the lever, two gratings slide open. A Battle Arena Pad lies under one of the gratings.

Survive the melee with two Kremlings and a Krusha for the allotted time, and DK will win a Battle Crown!

Golden Banana #3

Strong Kong

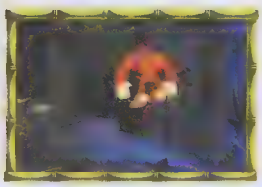


Jump down to the lower level of Chunky's room and head through the tunnel next to the Troff n' Scoff Portal. Enter the door that leads into the machine just beyond Bananaport Pad 4 and use Donkey Kong's Strong Kong Barrel to gain invulnerability so that you can run along the conveyor with the giant press compactors. At the end of the conveyor belts you will find a **Golden Banana**.

Golden Banana #4

Ascending the Toy Machine

In the toy machine room, jump up onto the moving platform next to Lanky's Simian Slam Switch and ride it to the conveyor belt.



From the conveyor, run across the following platform to its end, where you will find a duct. Jump onto the first vent on the duct and walk slowly and carefully so you won't fall back to the floor.

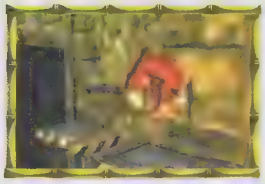
Jump onto the second vent and continue to the toy machine, where you will find a ladder to climb to the top of the machine.

Follow the large, turnstile-like apparatus to the spinning cylinders.

If the cylinders are spinning at a fast rate, you will have to jump across them a few times to avoid being pushed off.

Follow the platform stairs on the other side of the cylinders, up to the end, and turn toward the center of the room to look at the toy machine.

There are two platforms jutting out of the top of the spinning machine. Jump onto one of the moving platforms as it nears your ledge, and then jump off again as you approach the platform that contains a Tag Barrel and a Bananaport Pad 4.



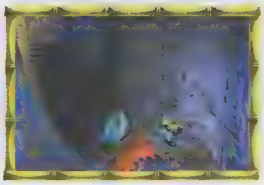
You will definitely want to step on this Bananaport Pad to activate it unless you want to repeat these acrobatics with each member of the DK Crew.

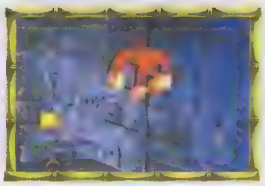
Walk to the end of this platform to a series of wall-hugging platforms that move up and down. Jump across these platforms and follow the next ledge to another set of dual spinning cylinders.

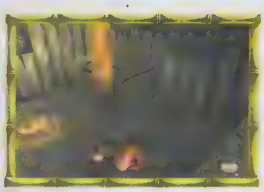
With these, you have the luxury of being able to wait until both cylinders' rotation slows in unison to a rate that you can cross more easily.

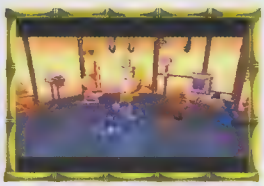
Blueprint Banana

Once across, jump onto the next vent and use Donkey's Bongo Blast or Oranges to defeat the yellow-haired Krusha on the next platform. When you've defeated it, jump to the platform he was on and get the **Yellow Blueprint**.







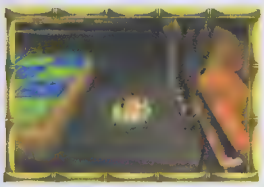


To turn the Blueprints over to Snide, return to the first room in *Frantic Factory* and enter the tunnel closest to the Bananaport Pad 2. Climb the pole to the Testing Department and turn left in the following tunnel. Through the next door, you will find another pole. Climb down into the room with Snide's HQ and enter his hut to deliver the Blueprint. Snide will reward you with a **Golden Banana**. Step on Bananaport Pad 3 in front of Snide's HQ to activate it for future use.

Golden Banana #5

Number Puzzle

On the Testing Level, where the large stack of blocks is located, jump on top of the toy block that will elevate Donkey Kong into the tunnel littered with a trail of yellow bananas and a Banana Fairy.



At the end of the tunnel, you will find the number puzzle game. Perform a Simian Slam on the pad near the window to activate the game.

Jump on top of the puzzle, and in numerical order, perform Simian Slams on each numbered block until you have stomped down all 16 blocks. On completion, a **Golden Banana** will appear hovering above the puzzle; perform a high jump to reach it.

As you exit *Frantic Factory*, pull the lever in the Tag Barrel room to activate a platform lift. This will give all the characters access to Wrinkly's various tips.

WITH DIDDY KONG

Purchasing Simian Spring

Collect the Oranges from the first room and step onto Bananaport Pad 1 to warp to the area where Chunky is being held captive.

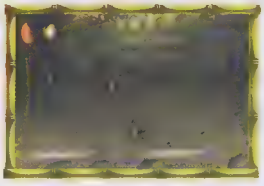
Climb the stack of toy boxes to access the room where Cranky's Lab is located.

Enter Cranky's hut and, for seven coins, purchase the Simian Spring (Leapus Largium) potion.

Golden Banana #1

Simian Spring Banana

Enter the toy machine room in the Production Level and perform a Simian Slam on the Diddy-faced Switch.



Step on and activate the Bananaport Pad 4 to warp to the upper ledge (assuming you activated the destination pad with Donkey Kong). Follow the same path as you did with Donkey Kong until you see the pad with Diddy's face on it just beyond the dual spinning cylinders. While standing on the pad, press and hold the Z Button to launch Diddy to the small alcove containing the **Golden Banana**.

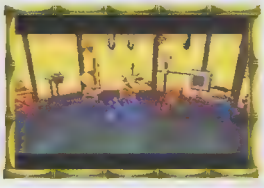
Golden Banana #2

Blueprint Banana

Defeat the red-haired Krusha near the base of the toy machine on the Production Level and take the **Red Blueprint** he leaves behind.

Return to the first room of *Frantic Factory* and enter the adjoining room where the generic floor switch is located. Use the Bananaport Pad 3 to enter the room with Snide's HQ (provided you had Donkey Kong activate the destination pad).

Enter Snide's HQ to trade the Blueprint for a **Golden Banana**.



Golden Banana #3

Again, return to the first room of *Frantic Factory*. Use the Bananaport Pad 2 to enter the R&D area. Go through the door near the Tag Barrel and descend the pole into a small area full of red coins.

Through the small tunnel, you discover a large room with a giant stack of building blocks.

Find and activate the Simian Spring pad with Diddy's face on it to fling up to the first stack of blocks. High jump from stack to stack, collecting the bananas on your way to the very top block.

Peril Path Panic!

Once you reach the top block with the Simian Spring pad, press the Z Button once more to enter the hovering Peril Path Panic game barrel.

The object to the game is to shoot enough watermelons into the Klaptraps' mouths to make them full enough to doze off so that they will not be hungry for Fairies. Once you've "escorted" six Fairies safely to the other side, you'll win the game.

An easy way to beat this game is to sacrifice the bottom row of Fairies and concentrate on feeding the top row of Klaptraps. Enough Fairies will traverse the top row to allow you to win.

Once you win Peril Path Panic, the **Golden Banana** will appear above the top block where the hovering barrel used to be; you will have to Simian Spring up to retrieve it.

Golden Banana #4

Three-Door Puzzle

On the upper level of the R&D area, accessed by climbing the small rung ladder, play Diddy's Guitar Guzump on the Music Pad in a small alcove near the blue-haired Krusha.

Enter the window that opens and step into the door puzzle room. There are three doors with different four-digit combinations on them.

To enter each door combination code, use Diddy's Chimpy Charge on the colored number switches located on the far wall.

Various enemies will appear from behind the three doors, all of which can be defeated with Oranges or the Peanut Popgun.

Once you've cleared all the enemies, jump up and take the **Golden Banana** in the center of the room.

Golden Banana #5

Beaver Bother

On the upper level of the R&D room, adjacent to three-door puzzle, find and enter the tunnel that leads to a room with a hole in the floor and many red coins.

Jump down the hole, which will put you near the High Voltage shack in the room where Chunky is caged, and perform a Simian Slam on the Diddy pad to lower some vines into reach. Jump from vine to vine to the Beaver Bother game barrel.

Use the B Button to scare 12 beavers into the hole in the center of the floor within the time allotted.

A good tactic to use is to keep running around the interior of the barrel, keeping the beavers between you and the hole. All the while, continually tap the B Button to scare the beavers. With each lap, move closer and closer to the center, effectively pushing the beavers closer to the hole.

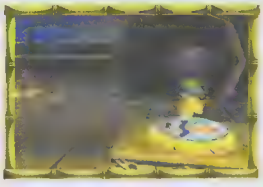
Once you've successfully completed Beaver Bother, the **Golden Banana** is yours!

WITH TINY KONG

Getting the Ponytail Twirl

From the first room, pick up the oranges and use Bananaport Pad 1 to warp Tiny into the Storage Room.

Climb the stack of toy boxes to reach the tunnel that leads to Cranky's Lab. Inside the Lab, Cranky will sell you the Ponytail Twirl (*Roundum Roundus*) potion for five coins.



Golden Banana #1

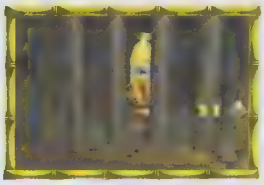
Let's Get Small

From the Storage Room, head up the pole in the adjoining room next to the purple-haired Krusha.

You can take care of this Krusha on your way back.

On the upper level, head into the room with the *Donkey Kong* arcade machine and use Tiny's Kong Barrel to shrink her size.

High jump to the top of the platform closest to the Kong Barrel and jump once more to the tabletop. On the opposite end of the table, high jump to the top of the "Fragile" box and again to the adjacent "Toyz" box.



Finally, jump to the top platform. Enter the small tunnel behind the banana bunch. At the end of this tunnel, you will see the **Golden Banana**, and as you reach for it, the exit gate will lift. Return to the Storage Room.

Golden Banana #2

Blueprint Banana

In the small room with purple coins and a pole, defeat the purple-haired Krusha with simple brute force or Oranges.

Snag the **Purple Blueprint** he leaves. Take the Blueprint, re-enter the Storage Room, and use Bananaport Pad 1.

Enter the room just off of *Frantic Factory's* first and take the Bananaport Pad 3 to Snide's HQ. Trade Snide the Blueprint for another **Golden Banana**. Return to the main room by way of Bananaport Pad 3.

Golden Banana #3

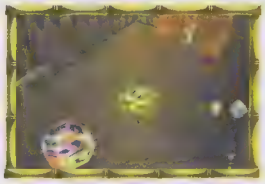
In the first room of *Frantic Factory*, follow the trail of purple bananas through the tunnel next to Bananaport Pad 2.

This leads to another small room lined with coins and a pole to climb. On the upper level, follow the purple banana trail into the Testing Department.

Jump onto the small, brown stack of boxes to reach the walkway that leads to a Lanky puzzle and a Tiny Kong Barrel to the left.

Enter the Tiny Kong Barrel. After shrinking, go through the small tunnel entrance in the middle of the back wall.

In the dart room, perform a Simian Slam onto the Tiny Pad in the center. As you try to draw Tiny's Feather Bow, she will grow back to normal size, so press the Z and C-Left Buttons once more to draw her weapon.



Feather Dartboard

The object to the dart board game is to shoot only the symbol displayed on the right-hand chalkboard door. With each target you hit, the rotation rate of the dartboard will increase.

Keeping your crosshairs in one spot without chasing the targets is the easiest method to use. With the last few targets, you should actually shoot the Feather Bow as the symbol adjacent to your target passes. With the accelerated rate of rotation and the time it takes for a feather to reach the board, you'll be sure to hit the mark.

After completing the dartboard game, a Banana Fairy will appear next to Funky's Armory.

Tiny will earn a **Golden Banana** when she completes the dartboard game. Use the Tiny Kong Barrel here to fit through the tunnel once more. Return to the Testing Department area that contains the large stack of ABC blocks.

Golden Banana #4

Slot Race

From the Testing Department, enter the door labeled "R&D" and climb the pole to the upper level.

Enter the tunnel with a trail of purple bananas that leads to a small room with a Donkey Kong lever and a Tiny Kong Barrel. Enter the Tiny Kong Barrel to shrink in size to enter the small half-tire archway.

Follow the road through another room and enter the next tunnel. Here, you will play a bonus game.

The object to the game is to beat the competitor in a two-lap slot race while crossing the finish line with 10 coins. There are three slots on which to move from side to side. Choose the slots that lead through the most coins and avoid colliding with explosive barrels; such collisions will deduct three coins from your collection.

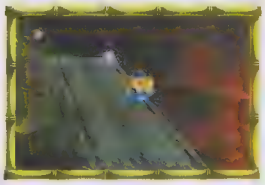
It's crucial to use the speed boosts that the DK stars provide. Also, you have a few missiles at your disposal. They're best used to stop your competitor in its tracks while it is in the lead.

You'll earn the **Golden Banana** when you win the race. Return to the main R&D room.

Golden Banana#5

In the R&D Room, take Bananaport Pad 2 to the first room of *Frantic Factory* and go through the tunnel closest to Bananaport Pad 1. Now head to the Production level.

Perform a Simian Slam on Tiny's Switch and then use Bananaport Pad 4 to reach the upper platform, where you will see a number of purple coins around the perimeter of the Bananaport Pad.



Jump across the three moving wall platforms and then jump onto the conveyor.

TIP: The conveyor belt is moving in the opposite direction than you want to go, so frequent jumping as you traverse this path helps tremendously.

Using Tiny's Twirl

At the end of the conveyor, you will find yourself on a small platform. If you look further ahead on the same wall, you will see a platform that no other Kong could possibly jump to. A Banana Barrel floats above this platform.

Use Tiny's new ability, Ponytail Twirl, to reach this platform. Simply press forward on the Control Stick, jump by pressing the A Button, and then press and hold the A Button to twirl to the platform. Once on this platform, jump up into the hovering Banana Barrel.

Krazy Kong Klamour

The Krazy Kong Klamour game is very simple. Shoot the banana that appears in one of the six areas shared by your Kong friends. Reload watermelons in the center and shoot the banana where it appears. The lights will turn out, but if you shoot before the light goes out, you will nail the banana and not your friends. Shoot ten bananas within 60 seconds and you win the **Golden Banana**. Jump up on the platform to reach it.

WITH LANKY KONG

Golden Banana #1

Long Way to the Top

From the start of *Frantic Factory*, take Lanky to the long pole down to the Production level. Head for the Production Room and use the Simian Switch with Lanky's face.

A Golden Banana will appear at the very top of the Production Room.

You can reach the Golden Banana by taking the long route that Donkey Kong used, or by taking a shortcut using Bananaport Pad 4.

Lanky's ultimate destination is a duct near Donkey Kong's Krusha enemy. Use Lanky's Orangstand to walk up the steep parts of the duct, and then a quick hop will put Lanky in the alcove with the **Golden Banana**.

Golden Banana #2

Free Chunky

Leave the Production Room through the door marked as Storage Room.

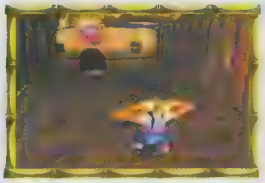
The short hallway leads to the room where Chunky Kong is held in a cage. In one corner of the room are some boxes stacked near a pipe that runs from the floor to the ceiling. Use the Orangstand to walk up the pipe to a Simian Switch.

Perform a quick Simian Slam to free Chunky from his cage, and then pick up the **Golden Banana** he leaves behind.

Golden Banana #3

Baboon Balloon

Climb over a few large stacks of boxes to get out of the Storage Room on the Production level. At the end of he short walkway are both Cranky's Lab and Candy's Music Shop.



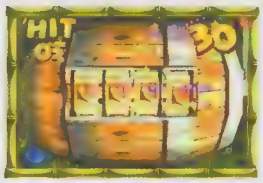
Stop by Cranky's Lab to pick up Lanky's potion, Baboon Balloon (*Baboonus Balloonus*).

If Lanky already has Trombone Tremor, then Candy can only offer to recharge it.

Batty Barrel Bandit!

In the Testing level, go to the room with the large stack of colorful blocks inside.

Hop up the stack of toy boxes that lead to a short metal walkway above the ground. On the walkway will be a pad with Lanky's face on it. Use Baboon Balloon to float up to the Golden Banana Barrel above the ground and take a chance against the one-armed barrel bandit in Batty Barrel Bandit!

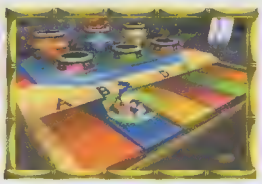


With some patience and a bit of timing, the **Golden Banana** will easily belong to Lanky.

Golden Banana #4

Follow that Tune

At the top of the factory, on the R&D level, there is a Music Pad marked with a trombone.



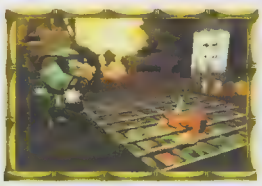
Play the Trombone Tremor while standing on the Pad to open the glass doors, and use the Simian Switch to get serenaded by belching red Kremlings. Use the colored keys to play the same tunes that the Kremlings belt out.

When Lanky plays enough correct notes in a row, a **Golden Banana** will appear as his reward.

Golden Banana #5

Blueprint Banana

Climb a short ladder near the area where Lanky had to match tunes with the red Kremlings. You'll find a blue-haired Krusha in that area that is just waiting to hand over its **Blue Blueprint** to Lanky. Collect the Blueprint and exchange it for a **Golden Banana** at Snide's HQ when it's convenient.



Musical instrument attacks and Orange Grenades are great ways to defeat enemies from a distance.

Golden Banana #1

Storage Room

In the first room of *Frantic Factory*, have Chunky take the Bananaport Pad 1 to the Storage Room.

Use the Primate Punch on the closed gate located between Bananaport Pad 1 and the Tag Barrel.

Inside, you will see three platforms on the floor, a Chunky-faced Switch on the wall, and a couple of question mark crates.

First, perform a Simian Slam on top of the lower of the two question mark crates; this will reveal a Chunky Simian Slam Switch.

Activate this Switch, and the other question mark crate will explode, leaving only a Golden Banana in its place. Use a Primate Punch on the small Chunky-faced Switch on the wall, and then quickly jump up to the **Golden Banana** using the three moving lifts.

Beware of the hovering baddie that is humming around dropping bombs—one well-placed pineapple will take care of this threat.

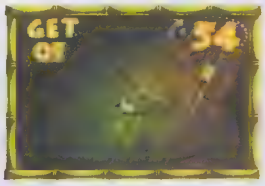
If the lifts stop moving before you get the banana, Primate Punch the Chunky Switch to get them moving again.

Golden Banana #2

Stash Snatch

From the Storage Room, enter the adjacent room that contains a Krusha, and climb the pole to the upper level.

Use Chunky's Primate Punch on the gate at the end of the next hall to knock it to the ground. Collect the green coins and jump into the hovering Banana Barrel.



The object to Stash Snatch is relatively simple: Find all the coins and cross the checkered floor within 60 seconds.

You have plenty of time to explore all the branches of the maze to find coins and still cross the finish line near the Krusha without much of a hassle.

Once you've succeeded, jump up to take the **Golden Banana** from where the Banana Barrel once hovered. Head back to the Storage Room.

Golden Banana #3

Production Level

From the Storage Room, head into the tunnel with reddish lighting, followed by the Production area, where the large toy machine is located.

Simian Slam on the Switch with Chunky's face and then use Bananaport Pad 4 to take him to the upper level in this tall room.

Step to the edge of the Bananaport Pad 4 platform and use the R Button to spin the camera around so that you are looking at the center of the room. As one of the two rotating catwalks approaches Chunky, jump into the air and land on it.

Walk to the center of the toy machine and take the **Golden Banana** as the large press lifts.

Return to the bottom floor in any fashion you choose, and enter the unmarked door. Follow this tunnel all the way to the end and climb the long pole lined with green bananas. In the room above, you will find many green coins and a green balloon to pop. Continue through the tunnel and into the first room in *Frantic Factory*.

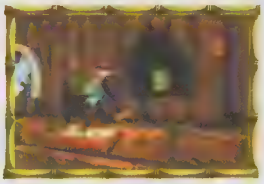
Golden Banana #4

Blueprint Banana

In the Testing Department, small blocks along the walls will launch Chunky into coin-holding alcoves above.

The green-haired Krusha is near the stairs in this area, as well. Defeat the Krusha using Chunky's Triangle Tremor or by throwing Oranges at him.

Take the **Green Blueprint** and head through the reddish-lit tunnel. Keep going forward at the intersection and descend the pole at the end of the tunnel to reach Snide's HQ area. Trade Snide the Blueprint for a **Golden Banana**.



Golden Banana #5

Toy Monster Battle

In the uppermost level of the R&D room you will find yet another small ladder that leads to a small chamber blocked off by a locked gate.

Use Chunky's Primate Punch to open the gate and use his Triangle Tremor on the Music Pad to open the neighboring window.

Inside the arena, collect all the ammunition crates and green bananas and then Primate Punch the Chunky Switch on the large chest. First out of the chest will be an enemy dice, then two blocks, and after that a few domino men, all of which can be defeated with a simple punch or Orange Grenade.

Make sure to collect the watermelon health from these fallen toys so that you will be at maximum health for the grand finale.

Out of the chest will spring a multitude of small toys that will jump together to form one large toy monster. Send Chunky into the Chunky Kong Barrel near the stairs to transform him into Hunky Chunky.

Throwing Oranges at the monster will not inflict as much damage as hitting it with a Primate Punch. The toy monster is slow moving and Chunky can easily run behind it to knock it with a sucker punch to the back.

Be careful and always keep a good distance away from the toy monster when face to face; its blows will deplete your health very quickly.

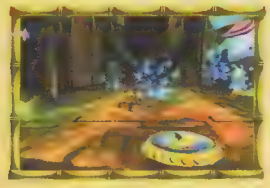
Land around a dozen regular blows and a few Primate Punches, and the toy will be defeated, leaving a **Golden Banana** near the chest for the taking.

Once you've earned 15 Banana Medals, visit Cranky's Lab for a chance to play the Jetpac Game. Try to score 5000 points playing the game. When you accomplish this, the Rareware Coin will randomly drop from the sky as one of the bonuses in the game. Collect it before you quit or lose the game.

You'll need the Rareware Coin, along with the Nintendo Coin (earned by twice beating the classic Donkey Kong arcade game you access with Donkey Kong), to open a door in *Hideout Helm* that accesses the final K. Lumsy Key and a Banana Fairy.

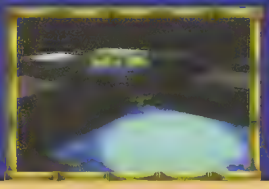
JACK-IN-THE-BOX BOSS STRATEGY

In the Storage area of *Frantic Factory*, the same area where Chunky was held captive, you'll find a Troff n' Scoff Portal. Enter this passage to feed Scoff 200 bananas in order to access the boss fight.



As the pillars rise to a dizzying height with Tiny aboard, you can only guess what's in store. You've got a giant Jack-in-the-Box on your tail, and the only way to defeat it is to jump from pillar to pillar in an effort to deal some damage.

Tiny's only advantage is that she can jump diagonally between pillars, while the boss cannot. Use this to widen the gap when it's getting too close. One diagonal jump at the right moment means the box has to make two jumps to catch up to you.



During this challenge, the dynamic camera angle is definitely NOT your friend. As your point of view shifts and swings to follow the action, you may find Tiny heading in a direction that you never intended! Pressing and holding the R Button to keep the camera centered behind you can sometimes help.

You must evade the Jack-in-the-Box's attempts to pounce on you until the springy fiend stops atop a pillar to shoot fireballs in your direction. When this happens, make haste to one of two Simian Slam Switches that appear, one on a white pillar, the other on a blue. Go to the color of square that matches the pillar on which the boss has stopped. Trigger the Simian Slam Switch, and you'll see a brief cut-scene of the giant Jack taking some damage.

Don't celebrate yet; you have to accomplish this five times! After Tiny deals her third successful blow, the boss' attack will change from fireballs to red energy bolts that send shock waves across an entire pillar top.

When the boss fires red energy bolts, it aims more for the square on which Tiny stands, rather than at Tiny herself. A good strategy is to briefly stand near the edge of a square to allow the boss to fire at it. As soon as the projectile is launched, jump to an adjacent square. The bolt will strike Tiny's previous square, keeping her safe from the shock waves.

If you fear that an impact with the boss or one of its projectiles is imminent, it's sometimes better to abandon the battle to win the war—allow yourself to fall. That way, you keep your health, along with any hits you've inflicted on the boss. If you stay in the fight and lose your last wedge of melon health, you'll have to start all over, losing any strikes against the boss that you've racked up.

After inflicting a fourth blow, the fight really gets dirty—the boss turns invisible! Your only clue to its position is the sparkly trail it leaves as it hops around.

Continue to evade its pursuit until it resumes the energy bolt attack. Trigger the appropriate Simian Slam Switch one more time, and you've defeated this difficult boss. Time to claim a hard-earned **Boss Key**!

FRANTIC FACTORY GOLDEN BANANA SUMMARY

Donkey Kong

- Clear the Barrel Blast course to reveal the location of the classic Donkey Kong arcade machine. Complete four levels of the game to earn a Golden Banana.
- Get to the power shed by dropping down a shaft on the R&D level. Pull the lever inside to start up the toy machine.
- Get inside the toy machine and use the Strong Kong Barrel to reach the Golden Banana in the back.
- On the Production level, use Simian Slams to complete the number puzzle.
- Defeat the yellow-haired Krusha found near the top of the toy machine.

Diddy Kong

- On the Production Level, climb to the Diddy Pad near the top of the toy machine. Use Simian Spring to get to the Golden Banana.
- In the room where Chunky is caged, use a Simian Slam to lower vines.
- On the R&D level, use Guitar Gazump to enter a room and solve the door puzzle to get a Golden Banana.
- On the R&D level, Simian Spring into the Golden Banana Barrel.
- Defeat the red-haired Krusha found near the base of the toy machine.

Tiny Kong

- In the R&D level, win the slot car race with enough coins.
- In the Testing level, use the Feather Bow to win the dartboard game.
- In the room with the Donkey Kong arcade machine, use the shrink ability to enter the small hole in the wall.
- In the room with the toy machine, use the Ponytail Twirl to reach a Golden Banana Barrel.
- Defeat the purple-haired Krusha in the room near Cranky's Lab.

Lanky Kong

- Free Chunky Kong from his cage.
- In the Production level, use the Simian Slam to reveal the location of a Golden Banana near the top of the toy machine.
- In the Testing level, use Babboon Balloon to float up to Golden Banana Barrel.
- On the R&D level, use Trombone Tremor to gain access to a music puzzle.
- Defeat the blue-haired Krusha near the top of the R&D level.

Chunky Kong

- In the Storage Room, use Primate Punch to smash open "?" boxes.
- From the Storage Room, Primate Punch through a gate, then climb pole to reach a room with a Golden Banana Barrel.
- Use the Simian Switch near the toy machine to reveal the location of a Golden Banana near the top of the machine.
- On the top of the R&D level, open a door with Triangle Trample and defeat the enemies from the toy box.
- Defeat the green-haired Krusha found in the Testing Department.

GLOOMY GALLEON

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INTRODUCTION

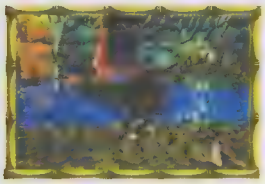
Gloomy Galleon marks a departure from providing individual strategy for each character and his or her Golden Bananas. *Gloomy Galleon* is set up so that no one character can get every one of his or her Golden Bananas without the aid of at least one other character. This section is broken down by task instead of by character. In some cases, you can collect Golden Bananas in a slightly different order than they're presented here, as we have endeavored to keep each character's strategy as close together as possible.

WITH DONKEY KONG

Donkey's Lighthouse

Water Level Switches

Enter the level and go straight until you find the Tag Barrel.



Follow the sign on the wall to the lighthouse. Use the Coconut Shooter to open the gate and take a plunge into the water. Head for the lighthouse on the island in the middle of the area.

The land is too high to reach, so dive under the water and find the up and down arrow switches on the earthen column that extends downward from the underside of the island.

Press the up arrow (swim into it) to raise the water level, and then swim back to the surface. Hop onto the island and use a Simian Slam on the Donkey Kong Simian Slam Switch.

That will open the gated entrance into the lighthouse proper.

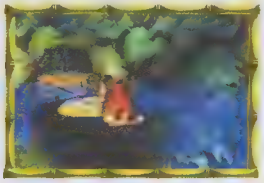
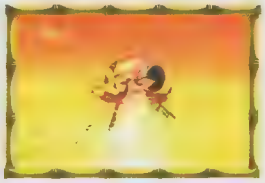
> **NOTE**
>
> These arrows will raise and lower the water levels in all of *Gloomy Galleon*. It's important to note that each character has tasks that require both high and low water levels, so get to know this spot well.

DK's Golden Banana #1

Barrel Blast

Climb up the wood ladders to where the narrow part of the lighthouse tower begins. Follow the platforms to the top carefully, because some slide in and out and others move up and down.

At the top of the lighthouse is a power lever that Donkey needs to pull in order to release the Golden Banana, along with a ghost ship that sails in from behind large closed doors.

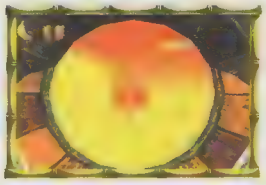
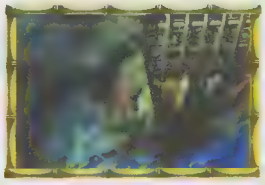



Grab the **Golden Banana** near the exit to the lighthouse, then jump up to the Barrel Blast starting spot and complete a round of Barrel Blast.

NOTE There are a few paths to follow, and they do cross over, so at some points there will be multiple targets.

TIP Make sure you hit every barrel at some point to collect every available item.

The final target will be a large DK Logo that, when hit, will release a seal that will swim off to another area of *Gloomy Galleon*. Donkey Kong will encounter this seal a little later in the game.

WITH DIDDY KONG

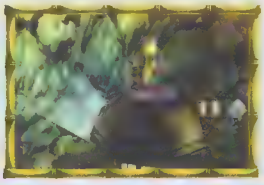
Diddy's Golden Banana #1

Ghost Ship Shot

Find the Tag Barrel near the starting area and change to Diddy Kong. Return to the lighthouse area and jump onto the ghost ship.

Activate the Diddy Simian Slam Switch, and watch the Golden Banana get shot to the top of the lighthouse.

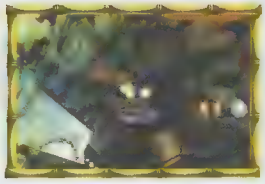
Jump back onto the lighthouse and find the floating Diddy Kong Barrel above a raised block. Jump into it, Rocketbarrel Boost to the top of the lighthouse and grab the **Golden Banana**.



Diddy's Door to the Second Area

Mechanical Fish

That's an odd landing pad Diddy has there. It looks just like a Music Pad for Guitar Gazump!



After Diddy plays his tune, a mechanical fish will rise up from the second water area of *Gloomy Galleon*. Quickly get down from the top of the lighthouse and swim for the exit.

Run straight across the passage to an area that is gated off, but is locked by Peanut Switches.

Use the Peanut Popguns to open the gate and then jump into the water. Dive under, and the mechanical fish should be a short distance away.

Wait for the mechanical fish to open its mouth, and then swim inside. Once inside, hop onto the wooden plank that is nearest the spinning fan at the front of the room.

Pull out the Peanut Popguns or use the Guitar Gazump to knock down the bee before it gets too accurate with its bombs.

Diddy's Golden Banana #2

Activate the Aiming Sight Mode and target the lights behind the fan. Once you hit the first light, two things happen: first, the light changes color, and second, a timer starts.

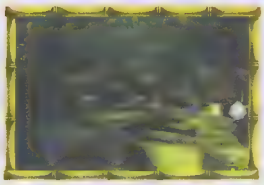
Notice that each time the fan spins, it alternately blocks either the top two lights or the bottom light.

While it is possible to hit the lights while the fan is spinning, it is much easier to hit them while it isn't blocking the shot. After you hit each light three times, a **Golden Banana** will be shot into the interior of the mechanical fish.

After unlocking the second water area, any Kong can visit Candy's Music Store to purchase an all-Kongs upgrade for the musical instrument attacks. This increases storage from 10 to 15 attacks.

Diddy's Blueprint Golden Banana

Return to the lighthouse area and make sure the water level is low. Swim to the open area in the walls that isn't Snide's HQ or the exit, and inside will be the red-haired Krusha. Defeat it and claim the **Red Blueprint** it leaves behind.



To exchange the Blueprint for a Golden Banana at Snide's, the water level must be set to high. So, you can either exchange it now or you can wait until later.

Diddy's Golden Banana #4

Splish-Splash Salvage!

Keep the water level low and return to the second water area of *Gloomy Galleon*. Swim past Funky's Armory toward what looks like a giant cactus sticking out of the water.

Jump onto the lower stump with Diddy's Music Pad on it, and let the Guitar Gazump fly.

This will open a gate marked with a number two on an underwater wreck.

Dive into and under the water and swim for the wreck that has only the back part of the ship remaining.

Wait for the fish with the light to catch up, then start exploring the inside of the wreck. There will be a Golden Banana Barrel located near the back of the ship. Jump inside and start up Splish-Splash Salvage!

You've played Splish-Splash Salvage before, except now one coin is located above the water. Pick up every underwater coin, then swim up to the surface. The vines that were previously too high to reach will be lowered now that you've collected every underwater coin. Swing from vine to vine and grab the last coin.

Once you successfully complete Splish-Splash Salvage, Diddy will earn a **Golden Banana**.

WITH CHUNKY KONG

Chunky's Golden Banana #1

Make sure the water level in *Gloomy Galleon* is set low. Return to the passage near the level start portal with the two Pineapple Switches. Use Chunky's Pineapple Shooter to open the gate, and return to the lighthouse area to raise the water level.

Before changing the water level to high, check Chunky's other tasks, as you may wish to complete other low water tasks before setting the level back to high.

Once beyond the gate, swim up to the ledge with the cannonball on it.

Pick up the cannonball and defeat the Krusha with a well-placed toss.

Press the B Button once to pick up the cannonball, and press the B Button again to heave it.

Chunky's Cannonball Challenge

Once the Krusha is out of the way, pick up another cannonball (it will regenerate) and carry it to the cannon on the other end of the room.

Walk into the cannon to load it, and the first of three targets will appear on a nearby wall. The Aiming Sight Mode will automatically turn on, and you must move the Control Stick to find the targets.

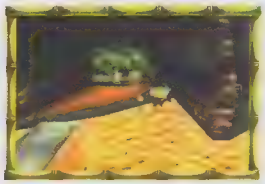
Remember that these are heavy cannonballs. They will drop in trajectory considerably faster than other objects that you've shot so far.

Aim ahead and above the targets as they appear, and don't be afraid to quick fire at the last target if you have several shots remaining and 20 seconds or so left on the timer. While this may seem like plenty of time at first, the cannon is relatively slow to reload, and having unused shots at the end won't do you any good. Besides, you may get lucky and hit the last target with a quick shot!

Once you've successfully nailed all three targets, Chunky will earn a **Golden Banana**!

Chunky's Golden Banana #2

Treasure Chests



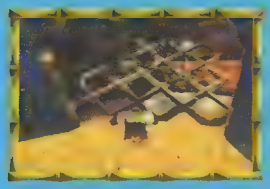
Head straight through the opening intersection. In other words, don't go to either the lighthouse or the second water area. Find the hollowed-out wreck with the two Kremling guards in barrels.

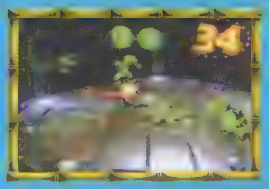
Defeat the guards, and behind their post will be three large treasure chests. Use Primate Punch to crack open each chest, and inside of one will be a Banana Fairy, and inside another will be a **Golden Banana**.

Battle Crown

Underneath a wreck close to the one mentioned above is a Battle Arena Pad.

Use Chunky's Primate Punch to clear the way to the Pad, and then use the Kong of your choice to successfully complete More Kritter Karnage! Kremlings appear in groups of four and try to stop you from earning another Battle Crown.





Chunky's Golden Banana #3

The Ghost Ship

Make tracks for the lighthouse area and swim to the lighthouse island. Jump on top of the platform where Diddy's Rocketbarrel Boost Barrel is located. Wait for the Ghost Ship to pass nearby and use a superjump or longjump to board.

Jump to the back of the boat and use a Simian Slam to open the trapdoor.

Run and hop through the hail of cannonballs that block Chunky's way to a stack of rotating barrels.

A quick Primate Punch will knock down the rickety fence between Chunky and the spinning barrels. Keep hitting the barrels with Primate Punches to smash them one by one. The very last one holds a **Golden Banana**.

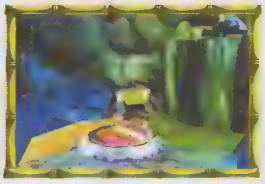
"Ooooh, I'm Not Feelin' Too Good"

That Golden Banana must have disagreed with Chunky because now he's seasick! The controls for Chunky have been changed, and he staggers haphazardly around the room. Somehow, he has to navigate back through the barrage of cannonballs!

Take this passage very carefully, or Chunky's in for a world of hurt.

Chunky's Blueprint Golden Banana

Go to Funky's Armory in the second water area, and find the large object that looks like a cactus sticking out of the water. On top of the structure is the green-haired Krusha. Defeat it and pick up the **Green Blueprint** left behind.



You can take the Blueprint to Snide's HQ to exchange it for a **Golden Banana** at any time the water level is set high.

Chunky's Golden Banana #5

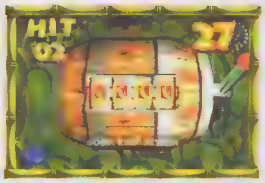
Batty Barrel Bandit!

In the lighthouse area, set the water level to low and swim up to the area with the Krusha.

Play Triangle Trample on the Music Pad, then dive into the water and swim for the exit.

Run straight across to the second water area, dive under and head to the gate that was just opened.

Swim around the interior of the wreck and pick up all of the items found inside. There will be a Golden Banana Barrel near the back, and it will send Chunky to a game of Batty Barrel Bandit! After defeating the game, collect a **Golden Banana**.

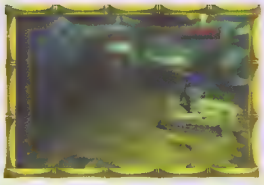


WITH LANKY KONG

Lanky's Golden Banana #1

Use the most convenient Tag Barrel and change to Lanky Kong. Visit the passageway with the Viking Kremling and use a Simian Slam on Lanky's Simian Switch.

A gate will open in the upright wreck buried in the second water area. Enter the gate, and prepare to meet Lanky's alter-ego.



Engarde the Swordfish

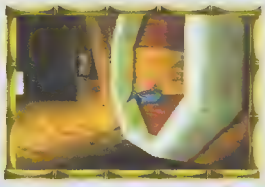
Inside the wreck will be a box with a swordfish silhouette. Swim into the box, and Lanky will change into Engarde, the swordfish.

NOTE Engarde uses the A Button to accelerate, the Z Button to stop, and the B Button to lunge with its nose.

Use the lunge to open up the chests found inside the wreck.

NOTE Engarde can't pick up any of Lanky's blue items, so you'll have to change back to Lanky before grabbing everything Engarde opens up, including Golden Bananas.

The **Golden Banana** in the area is located behind a fence, and you can reach it by swimming through an opening shaped like half of a barrel.



Lanky's Golden Banana #2

Low Water, High Tunes

Set the water level to low, and find the cactus-like structure sticking out of the water near Funky's Armory in the second water area. Find Lanky's Music Pad and use Trombone Tremor to open the number 4 gate on the sunken half-ship.

Enter the gate and search the inside of the wreck. A **Golden Banana** will be in the room, sitting behind a puffer fish.

WARNING: Watch out for the puffer fish, as it may blow itself up!

Lanky's Golden Banana #3

Engarde, Part Duex

Jump into the water in the lighthouse area and dive under. Swim around until you find another Engarde box (see map), and then swim into it to change Lanky into Engarde

Swim around and smash open the treasure chests in the area, one of which holds a Golden Banana.

After cracking open every chest, head toward the surface and find a door marked with Engarde's shape.

Crash through the door (using the B Button) and take a look around. Change back to Lanky to claim everything that was inside the treasure chests, including the **Golden Banana**.

Lanky's Blueprint Golden Banana

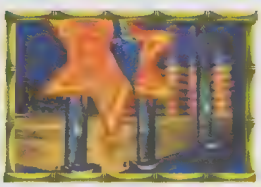
With the water level set to high, find the gate that Chunky opened up near the entry point to the level.

Swim inside and confront the blue-haired Krusha on top of the center part of the wooden platform. Take the **Blue Blueprint** back to Snide's HQ for a **Golden Banana**.

For your own convenience, make the exchange with Snide before you change the water level to accomplish other tasks.

Lanky's Golden Banana #5

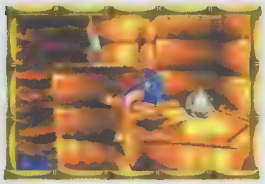
Keep the water level high, and find another Engarde Box in the second water area.



Change into Engarde and smash open the treasure chests you find at the bottom. With a little exploring, you should discover an area gated off by a DK Logo. Wasn't there another DK Logo above the water somewhere?

Check the surface near Candy's Music Store and there it is, sitting above the water.

Build up enough speed with Engarde and leap out of the water to hit the DK Logo three times. After the third hit, the DK Logo gate will slide open.



Change to Lanky and swim into the newly opened area. Jump onto the stack of coins with Lanky's Baboon Balloon Pad and press the Z Button to float up to a second Pad.

After the third Baboon Balloon Pad, Lanky should be able to jump up the stacks of coins to a Golden Banana Barrel. Jump into the barrel to begin Searchlight Seek!

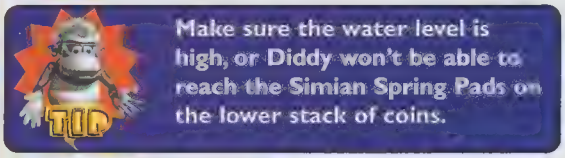
Searchlight Seek!

The objective of Searchlight Seek is to hit Klaptraps with a watermelon gun. Sounds too easy? The catch is that the only illumination is from a small flashlight, and the Klaptraps keep moving. Hit enough Klaptraps in the allotted time, and a **Golden Banana** will be your reward.

Diddy's Golden Banana #5

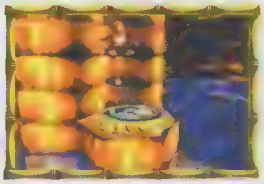
Stealthy Snoop!

Use the Tag Barrel inside the room with the large coin stacks and change to Diddy Kong.



Make sure the water level is high, or Diddy won't be able to reach the Simian Spring Pads on the lower stack of coins.

Use the Simian Spring Pad to get to the higher stacks.



Get past the yellow-haired Krusha and jump up to another Simian Spring Pad. This Pad sends Diddy to a Golden Banana Barrel, where Diddy must complete a game of Stealthy Snoop to earn the **Golden Banana**.

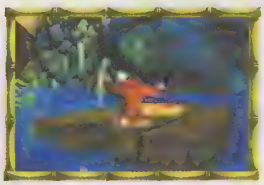
Just as the name suggests, Diddy must sneak through the maze to reach the checkered area without being seen by the Kremling security guards.

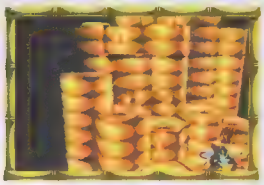
Keep out of the flashlight's illumination and when a Kremling faces you or has you backed into a tight spot, wait for it to turn before trying to move past it.

DK's Blueprint Golden Banana

Use your Tag Barrel of choice to switch to Donkey Kong, then head for the second water area. Do some exploring to pick up Donkey's items, and then find Bananaport Pad 4.

This can work only after Diddy Kong has completed Stealthy Snoop! The Bananaport Pad 4 that is linked to this one won't exist until Diddy has completed it.



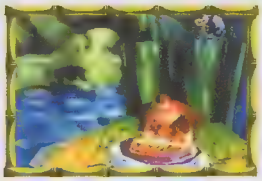


After bananaporting, the yellow-haired Krusha will be just below Donkey Kong's position, and it should be easy pickings.

Pick up the **Yellow Blueprint** and return it to Snide's HQ for a **Golden Banana** any time the water level is set to high.

DK's Golden Banana #3

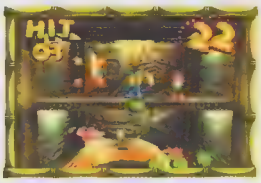
Krazy Kong Klamour!



Return to the second water area and swim to the cactus-shaped structure sticking out of the water near Funky's Armory. One of the branches will have a Bongo Blast Music Pad.

Donkey's music will open gate number 3 on the sunken half-ship. Swim through the gate and search the area.

A Golden Banana Barrel will send Donkey to a game of Krazy Kong Klamour!



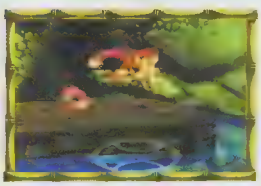
Using the watermelon shooter, hit the Golden Banana that appears in the shooting gallery. After each shot, the screen will go black, and the positions of each target will change.

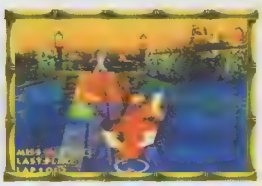
Hitting a Kong will push your hit number in the wrong direction, so be careful when aiming.

After you successfully complete Krazy Kong Klamour, Donkey Kong will earn a **Golden Banana**.

DK's Golden Bananas #4 and #5

One Seal, Two GBs



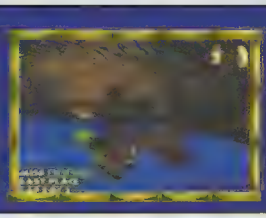


Remember the seal that was set free after completing Barrel Blast? Well, it's waiting for Donkey Kong in the second water area. It will hand over a **Golden Banana** as a token of thanks for being set free. The seal then challenges Donkey Kong to a race.

Donkey Kong uses a boat to race against the seal. Use the Z Button to accelerate, the A Button to Jump, steer with the Control Stick, and use the R Button for sharp turns.

The challenge in this race is to complete two laps faster than the seal, and collect 10 DK coins before finishing.

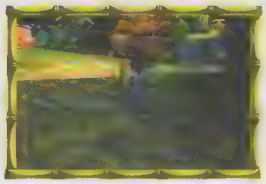
If you're having a hard time passing the seal because it kicks Donkey's boat out of the buoy gates that mark the race's path, remember that you can miss up to five of these gates without being disqualified. Take a shortcut past one of the buoy gates to get into the lead, and hold on until the finish.



When you win the race against the seal, Donkey Kong will earn his next **Golden Banana**.

Tiny's Blueprint Golden Banana

As Tiny, head to the wrecks on dry land, and use the Barrel Launcher and vines to swing to the area near Bananaport Pad 3.



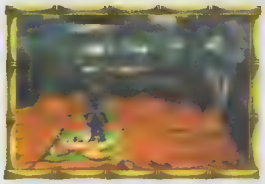
There is a purple-haired Krusha off to one side and trapped on a small ledge.

Use your favorite Krusha-defeating tactic, then walk over the planks to claim the **Purple Blueprint**. Return it to Snide's HQ for a **Golden Banana** any time the water level is set to high.

Tiny's Golden Banana #2

Kremling Kosh!

Go to the passageway with the Viking Kremling. Near the entrance to the water you'll find a Simian Slam Switch for Tiny.



The Switch activates the upper gate on the wreck that stands upright in the second water area.

Inside there is a Golden Banana Barrel that will send Tiny to a game of Kremling Kosh!

Using a watermelon shooter, hit the Kremlings as their heads stick out of the barrels, and use the center barrel to reload. Green Kremlings are worth one hit, while the quicker red Kremlings are worth two.

Keep firing, even at empty barrels—the Kremlings pop up in every barrel, keeping each one almost continuously full of targets.

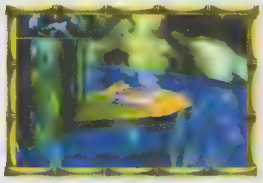
Once you successfully complete Kremling Kosh, Tiny will be awarded a **Golden Banana**.

Tiny's Golden Banana #3

Behind Gate 5

Swim to the cactus-like structure sticking out of the water near Funky's Armory. Find the Saxophone Slam Music Pad and crank out a tune.

It will open up the number 5 gate on the sunken half-wreck.



Swim to the wreck, and once inside check out the interior of the boat to find a Banana Fairy.

You'll also find a Golden Banana in a cell with an odd starfish. Avoid the starfish, grab the **Golden Banana**, and head out of the wreck.

Tiny's Golden Banana #4

The Mermaid's Pearls

In the lighthouse area, swim down to the bottom of the water until you find a Tiny Kong Barrel near some spiral shaped structures.

Use the barrel to activate Mini Monkey, and swim into the small doorway, where Tiny encounters a crying mermaid. The mermaid asks for Tiny's help in recovering stolen pearls, and then describes where they can be found.

Head for the second water area and swim to the region that is loaded with the giant stacks of gold coins. As an alternative, you can use Bananaport Pad 4 to get to the same area. Once there, use the Tiny Kong Barrel to swim into the lock of the giant treasure chest.

Inside the chest are five giant clams with pearls inside of their mouths, which continuously open and close. To pick up each pearl, just swim through it.

Although the clams' mouths don't move extraordinarily fast, avoid touching the teeth, because they will inflict damage.

Collect all five pearls and return them to the mermaid, who will offer a **Golden Banana** to Tiny as a reward.

Tiny's Golden Banana #5

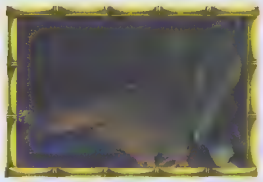
Big Bug Bash!

Under the water near Funky's Armory, there is a submarine mostly buried underneath the dirt.

Use the Tiny Kong Barrel nearby to shrink down and enter the submarine through the periscope.

Near the windows of the submarine is a Golden Banana Barrel that sends Tiny to a game of Big Bug Bash!

Smash enough bugs and get a **Golden Banana** as a reward.



PUFFERFISH BOSS STRATEGY

Find a Troff n' Scoff Portal and feed Scoff 250 bananas to access *Gloomy Galleon's* boss area. Lanky is the Kong to do the honors on this level. Lanky is stuck in a boat and faces a giant Pufferfish.

The boat has the following controls: the Z Button accelerates, the Control Stick steers, the A Button jumps, and the R Button makes the boat take tighter turns.

To defeat the Pufferfish, Lanky must drive through five consecutive sets of five "DK" Logos.

After hitting the first DK Logo in each set of five, a countdown will start. This represents how much time you're given to find and hit the next DK Logo.

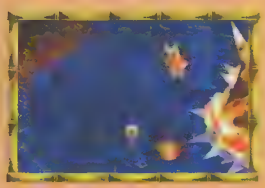
NOTE

If you fail to trigger one of the Logos in a set, you'll have to start that set over from the beginning.

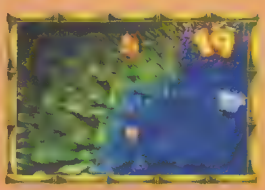
After driving through an entire set of five, the pylons that emerge from the water will send a shock into the Pufferfish.

TIP

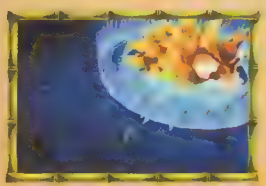
With each set, the Logos you're aiming for get a little smaller in size, and you're given less time to trigger them, so stay sharp.



During the time Lanky is cruising around in his boat, the Pufferfish isn't just waiting around. At first, it seems content with flinging flaming rocks at Lanky's boat.



After getting shocked once, it will send out shock waves that ripple through most of the area. Avoid the shock waves by sticking close to the edges of the area.



The Pufferfish will also alter its delivery method for the flaming rocks. Instead of a low trajectory, it will launch the flaming rocks high into the air, and with a much greater frequency. This results in showers of flaming projectiles that rain down from above.

Another thing to watch out for is the small pufferfish that act like homing torpedoes. Listen for the audio cue, and watch out for the purple spiny objects in the water. They're looking to smash into Lanky's boat.

TIP

The most important rule to remember when facing this boss is to never stop moving. A moving target is harder to hit, and without enough speed you'll never make it from Logo to Logo toward the end.

TIP

If you need to change direction, use the R Button to spin around in a tight arc. Don't release the Z Button until the fight is over. Keep circling around the Pufferfish, and if you can't find a DK Logo, check close to the Pufferfish, as well as all the way out to the edges of the area.

Once you've defeated the Pufferfish and watched it fly around like a deflating balloon on the loose, you'll earn a **Boss Key**!

Gloomy Galleon Golden Banana Summary

Donkey Kong

- Climb to the top of the lighthouse and pull the lever to power up the light.
- On the lighthouse island, complete the Barrel Blast course to release the seal. Collect the Golden Banana in the second water area.
- Defeat the seal in a boat race.
- Play Bongo Blast near Funky's Armory to open a gate in the underwater wreck.
- Defeat the yellow-haired Krusha after Diddy has activated Bananaport Pad 4.

Diddy Kong

- Simian Slam on top of the Switch on the deck of the ghost pirate ship.
- Use Guitar Gazump on top of the lighthouse to release the mechanical fish in the second water area. The Golden Banana is inside the fish.
- After Engarde has opened the DK gate, use Simian Spring to reach the top of the stacks of coins.
- Use Guitar Gazump in the second area, near Funky's Armory, to open up a gate on an underwater wreck.
- Defeat the red-haired Krusha found in the lighthouse area.

Tiny Kong

- Perform a Simian Slam on the Switch in the tunnel to the second water area to open up a gate on an underwater wreck.
- On the cactus-shaped structure near Funky's Armory, use a Saxophone Slam to open up a gate on an underwater wreck.
- After Engarde has opened up the DK gate, shrink and swim inside the giant treasure chest. Collect the pearls and return them to the mermaid in the lighthouse area.
- Under the water near Funky's Armory is a submarine. Shrink down and enter it through the periscope.
- Defeat the purple-haired Krusha found on top of the shipwrecks on dry land.

Lanky Kong

- In the tunnel leading to the second water area, use a Simian Slam on the Switch to open a gate on one of the sunken shipwrecks.
- Play Trombone Tremor on the Music Pad near Funky's Armory to open up a gate on one of the sunken shipwrecks.
- In the water in the lighthouse area, change into Engarde and smash open the treasure chests.
- As Engarde, jump through the DK Logo floating above the water in the second water area (three times). Enter the gate it opens and use Babboon Balloon to reach the Golden Banana Barrel.
- Defeat the blue-haired Krusha found in the room opened by the Pineapple Launcher.

Chunky Kong

- Use the Pineapple Launcher to open a gate near the entrance of *Gloomy Galleon*. Shoot three targets with the cannon.
- Behind one of the wrecks on dry land, use Primate Punch to smash open three chests.
- Smash through the trapdoor on the back of the ghost pirate ship. Use Primate Punch to smash the spinning barrels open and find the Golden Banana.
- In the lighthouse area, use Triangle Trample to open a gate on a wreck in the second water area.
- Defeat the green-haired Krusha on the cactus-shaped structure near Funky's Armory.

FUNGI FOREST

DK
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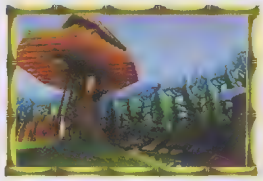
DK

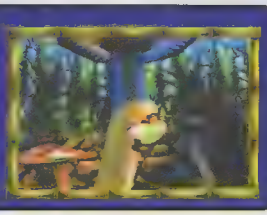
INTRODUCTION

This level is comprised of five major areas and contains puzzles that require a team effort from all the Kongs. There is a large clock in the first area that, when activated, will change the environment from day to night and vise-versa.



TIP

Climb all the tall mushrooms for coins, bananas, and film.



The sun and moon symbols throughout the level indicate the time of day required to solve each particular puzzle. Since no single Kong can get all of his or her Golden Bananas without the help of another, the *Fungi Forest* strategy is divided into the tasks performed in each of the five specific areas.

NOTE

To find *Fungi Forest*, you have to go to the back side of *DK Isle* near the waterfall and use the Barrel Launcher located on a very small island just off the coast. This barrel will launch you to the doorstep of *Fungi Forest*. It will take 50 Golden Bananas to pass through the *Fungi Forest* entrance.

To Cranky's!

The first thing to do in this level is to take one of the Kongs inside Cranky's Lab to purchase the Simian Slam upgrade, which will then be available to all of the DK Crew.

WARNING

If you do not visit Cranky's to get the Simian Slam upgrade, the blue Simian Slam Pads will not work in this level.

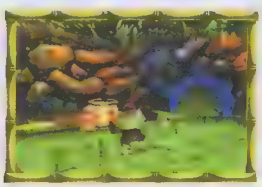
To get to Cranky's Lab from the Clock Tree area, head through the reddish tunnel into the Giant Mushroom area; you'll find his lab is on the other side of the Giant Mushroom.

NOTE

You need to send only one of the Kongs in to purchase the Super Simian Slam (*Big Buttus Bashum*).

CLOCK TREE AREA

In the first area, you won't find many puzzles but this is where you will change the time from day to night. There is a Barrel Launcher that will rocket you to the platform in the Clock Tree, where you can shoot the sun or moon switches with your weapon to change the time of day.



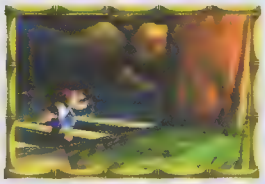
TIP

You can also climb the pendulum chain to the top, but the Barrel Launcher is much quicker.

Clock Tree Area, Daytime

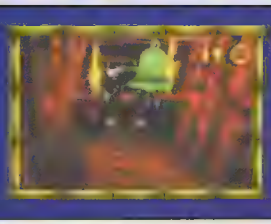
Chunky's Mine Cart Ride Golden Banana

Jump into the well and Super Simian Slam on the grate to find the Mine Cart Ride below. You need to collect 50 coins by the end of the ride to collect the Golden Banana.



NOTE

Some gates and doors open automatically. For the ones that don't, you must jump up to hit the green bells hanging from the ceiling in front of the closed gates to open them.



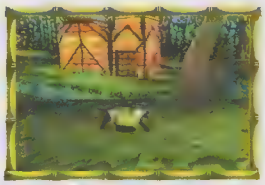
Pulling the first lever on the right and following that right track will allow you to collect more coins and avoid the falling boulders on the left track.

The second lever you approach will be to the left; if you pull it, boulders will drop onto the Kremling in the cart beside you.

The last two levers are together and near the end of the ride. Pulling the left lever will open the left track, where you can find the most coins of the three tracks, as long as you keep them by jumping over the falling boulders inside the mountain.

MILL AREA

After winning the Mine Cart Ride, Chunky will receive the **Golden Banana**.



Most of the Mill area puzzles are solved at night. However, since Chunky's Mine Cart Ride dumps him off at the well in the vicinity, starting this area now is a good idea.

Besides, Donkey Kong must release a Golden Banana here during the daytime so that he can pick it up at night.

NOTE

There's a Tag Barrel conveniently located near each building in this area, so switching characters will be quick and easy.

TIP

Use Bananaport 1 to move between this area and the Clock Tree area.

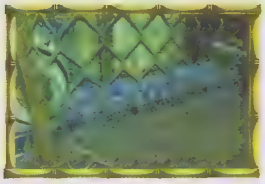
Mill Area, Daytime

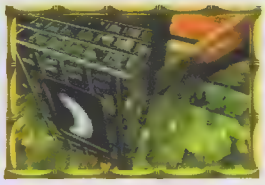
Donkey Kong—Activating the Conveyor in the Mill

While inside the Mill during daylight, switch from Chunky to Donkey Kong using the Tag Barrel above the crates near the Keg Crusher.

As DK, break the Question Mark Crate on the stack of crates in the corner to reveal a Donkey Kong Simian Slam pad. Perform a Super Simian Slam on the pad. Quickly run inside the fenced-in area and pull the levers in this order: 2,1,1,3,2.

> **NOTE** Each lever's number is indicated by the amount of small dirt piles in front of it.



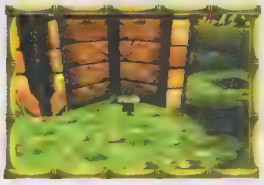


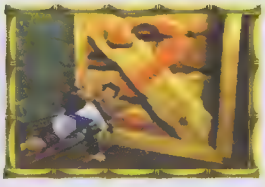
After pulling the levers, Donkey's Golden Banana will connect with the conveyor belt and move to a cage on the outside of the Mill that can be opened only at nighttime.

Chunky Kong—Keg Crusher Golden Banana

> **NOTE** Chunky's Keg Krusher won't work until Donkey Kong gets the conveyor belt moving with the "21132" lever pull.

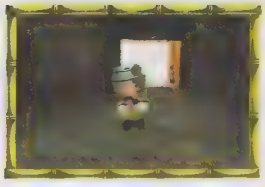
Use Chunky's Primate Punch on the Mill's large, cracked outside double doors to open one side of the divided Mill.

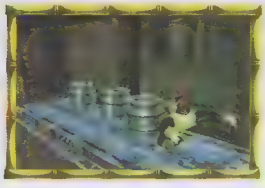




Use the Primate Punch on the two Question Mark Boxes outside and inside the stall. Then use the Triangle Tremor on the Music Pad to activate the Keg Crusher on the other side of the Mill.

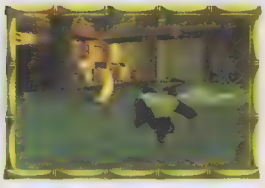
Before leaving this side, find and carry the Keg to the other side of the Mill, accessed through the smaller entrance near Bananaport 1.





Quickly place the three Kegs (the other two Kegs are in plain view on the conveyor side of the Mill) onto the conveyor and smash them in the Keg Crusher before it stops.

> **NOTE** To place the Kegs on the Conveyor you must stand on top of the conveyor belt and press the Z Button to release.

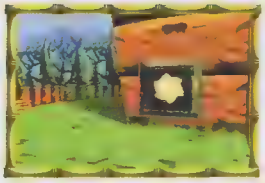


If you run out of time, replay your instrument on the Music Pad and repeat the same steps. Finishing this task will earn you a **Golden Banana**.

Mill Area, Nighttime

Donkey Kong's Mill Conveyor Golden Banana

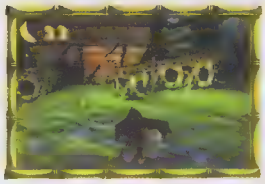
Once the Golden Banana from the Mill has been released during the daytime, use Bananaport 1 to return to the Clock Tree in the first area. Then use the Barrel Launcher to reach the tree's platform. Use the Coconut Shooter to shoot the Moon Switch on the clock to change it to nighttime.



Return to Bananaport 1 on the ground near the base of the Clock Tree and warp back to the Mill. Walk around to the back of the Mill and collect the **Golden Banana** from the nighttime cage.

Donkey Kong—Inside the Barn

During nighttime, enter the barnyard lined with thorny bushes. This is in the Mill Area between the tunnel and the well.



Toward the back of the Barn you will find a Donkey Kong Barrel. Enter it to activate Strong Kong.

Directly behind the Barn, perform a Super Simian Slam on the Donkey Kong Switch surrounded by thorny shrubbery. This will open the front door of the Barn.

Enter the Barn and Super Simian Slam on top of the Question Mark Box located in the first stall to the right. This will reveal another Donkey Kong Switch. Performing a Super Simian Slam on this new Switch will lower vines from the ceiling, reveal a Barrel at the end of the vine trail, and start a 25–second countdown.

Quickly climb the ladder toward the back of the Barn between two stalls and run to the front of the Barn on the upper level. Swing across the vines and jump into the Minecart Mayhem Barrel.

NOTE

While Donkey Kong is in the Barn, take him the to the upper level to perform a Super Simian Slam on another Question Mark Box. This will free a Banana Fairy for DK to photograph.

Donkey Kong's Minecart Mayhem Golden Banana

The objective of this Minecart Mayhem game is to avoid colliding with either of the two opposing mine carts in the time allotted.

TIP

Stay as far away from the carts as possible and watch them carefully as they change tracks. If one should end up on your track, speed up to beat it to a junction and change tracks.

If you survive for 45 seconds, you will receive the **Golden Banana**.

Donkey Kong—Barn/Blueprint Golden Banana

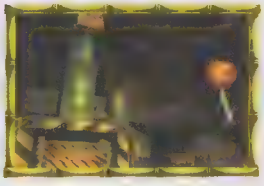
At nighttime, Donkey can find and defeat the yellow-haired Krusha behind the thorny shrubbery walls of the Barn.

Collect the **Yellow Blueprint**. Next time you visit Snide's HQ in the Mill Area during the daytime, exchange the Blueprint for a **Golden Banana**.

Diddy Kong—Mill Attic/Golden Banana

At nighttime, take Diddy to the back of the Mill near the moat and climb up the cable that connects a buried cage to a winch above.

Climb to the very top of the Mill and perform a Super Simian Slam on the Diddy Kong Pad.



This will open the door just below the gable you are standing on. Enter this opening into the Mill's attic and shoot the ON switch above the winch, near the ceiling.

Chimpy Charge the green "up" arrow on the winch. Exit the Mill and head for the thorn shrubs that fence in the Barn. In the clearing near the Tag Barrel, you will find Diddy's Music Pad. Play the Guitar Guzump, and the cage holding the Banana will explode. Return to the Mill and take the **Golden Banana**.

Diddy Kong—Rafter Walk/Golden Banana

At night, jump to the top of the two crates beside the small house near the Mill, close to Snide's HQ.

Step onto the Diddy Kong Pad on the top crate and hold the Z Button until Diddy springs into the air. Press forward on the Control Stick to enter as he nears the door to the attic.

Inside the house, you'll be on a maze of rafters in the dark—not a good combination! Step onto the Music Pad and play the Guitar Guzump. This will summon a bird holding a flashlight to illuminate your path.

There are a few banana bunches down certain paths, but the most important item is the **Golden Banana**, which is toward the back of the room, on a small but accessible platform.

Hold the R Button to keep the camera behind you and move slowly. If you fall, you will have to start from the Music Pad again.

Tiny Kong Inside the Mill

If Chunky did not smash the Quesion Mark Box inside the Mill, Tiny will not be able to enter the small hole.

At nighttime as Tiny, enter the Tiny Barrel outside near the back of the Mill where Diddy found his Golden Banana.

Enter the small hole in the Mill next to her barrel.

Go into the stall to the right, and enter the moon symbol hole above the stack of crates.

Tiny's Spider Mini-Boss Golden Banana

Walk around the ring and collect all the regenerating ammo crates until you have a sizable amount.

Step up to the web without sticking to it to wake up the Spider. When you've regained control of Tiny, step back to the outer areas of the ring and hold the B Button to charge the power-up attack that you received from Fairy Island.

When the smaller spiders are in close range, release the B Button to defeat them all at once.

Quickly switch to the Feather Bow and use the Aiming Sight Mode to hit the large spider in the eye.

Step out of the way when the Spider boss shoots the green goo. If the goo hits you, all of your controls will be reversed for a short period of time—long enough to mess up your aim.

This mini-boss also has a web that will freeze you in your tracks; avoid this at all costs.

This Spider is vulnerable only when the smaller spiders are gone. Repeat the preceding strategy until you have landed four successful shots to the large spider's eye. It will then leave the web, and you can easily take out the lone remaining spider with one more powered-up B Button attack.

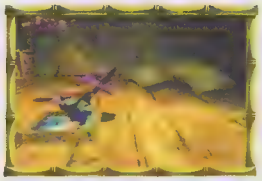
When you defeat the large spider, Tiny will receive a **Golden Banana**.

Lanky Kong—Mill Attic/Golden Banana

At nighttime, take Lanky to the Lanky Pad near the day-time entrance of the Mill. Stand on the Lanky Pad and press the Z Button. When Lanky hovers above the level of the Mill's rooftop, guide him to the door found on the side of the roof.

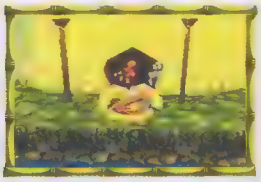
Lanky Kong—Mill Attic/Golden Banana (cont.)

Inside, Super Simian Slam on the Lanky Switch to release three bats. Defeat the bats with Lanky's Grape Shooter and take the **Golden Banana**.



GIANT MUSHROOM AREA

Most of this area's puzzles are solved during the daytime. Use Bananaport 3 to move quickly between the Clock Tree area and the Giant Mushroom.



NOTE

There are many Tag Barrels to use in this area, so switching back and forth between characters is not a hassle at all.

Bananaport 5, once activated, will teleport you to the ground area outside the Giant Mushroom and the upper walkway on the Giant Mushroom's exterior.

BATTLE CROWN

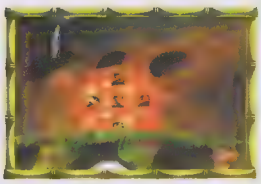
Located at the top of the Giant Mushroom on the ledge with Bananaport 5. At nighttime, you can drop through the hole on the deck in front of the Troff n' Scoff Portal. On the deck below, you will find a Battle Arena Pad.

Step on the Pad, press the Z Button to enter the Battle Arena, and survive the Kamikaze Kremlings to claim a Battle Crown.

Giant Mushroom Area, Daytime

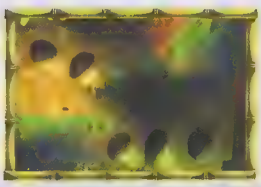
Donkey Kong's Barrel Launcher Golden Banana

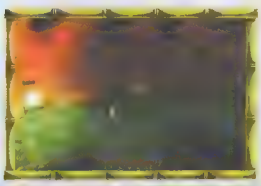
Inside the Giant Mushroom, have all the Kongs shoot their weapons at the Switches on the mushroom picture above the ramp to reveal the Barrel Launchers that appear on platforms on various levels.



NOTE

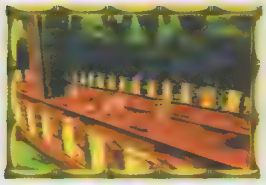
The Tag Barrel in the middle of the Giant Mushroom's ground level will provide quick and convenient character changing.



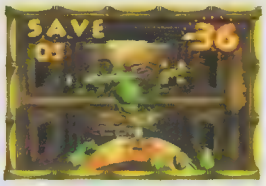


After activating the Barrel Launcher cannons with all five Kongs, Super Simian Slam on the Donkey Kong Switch to make the **Golden Banana** appear. Use the Launchers to reach it in the allotted time.

Donkey Kong's Barrel Blast Golden Banana

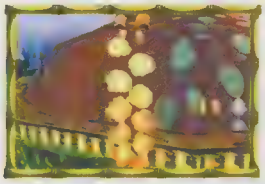


Climb to the third level inside the Giant Mushroom and exit the door. Around the outer walkway, you will find a deck with another ladder leading up.

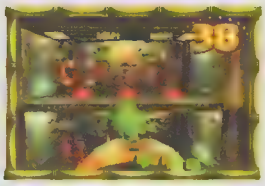


Climb the ladder, step onto the Donkey Kong Pad, and press the Z Button to begin the Barrel Blast bonus game. The last target will put you into the Peril Path Panic game. Complete Peril Path Panic to receive a **Golden Banana**.

Diddy Kong's Teetering Turtle Trouble Golden Banana



There are two mushrooms outside the Giant Mushroom that, when jumped on, will launch you into the air. One will send you into the Tag Barrel; the other will send Diddy into a barrel that activates his Rocketbarrel Booster. Use this to fly above the top of the Giant Mushroom and into the floating Banana Barrel.



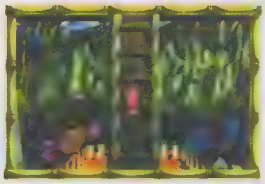
Once inside the Banana Barrel, the Teetering Turtle Trouble game will begin.

Win this challenge by simply shooting the snakes whose captive turtle is screaming for help.

When Diddy successfully completes Teetering Turtle Trouble, he will receive a **Golden Banana**.

Diddy Kong's Blueprint Golden Banana

Diddy's red-haired Krusha is on the lower of the two semi-transparent vine canopies inside the Giant Mushroom. To reach this high area, climb the ladders and walkways to exit the Mushroom on the third level.



Run around the outer walkway and climb the ladder on the deck where the Tag Barrel is located.

Climb the next ladder on the walkway and enter the Giant Mushroom from this narrow deck.

If Diddy has enough crystal coconuts, he can quickly fly to this outer deck from the ground.

Here you will see the red-haired Krusha on the vines spanning the interior of the Mushroom.

Defeat this Krusha to receive a piece of the Blueprint. At your convenience, return the Blueprint to Snide's during the daytime for a Golden Banana.

Tiny's Speedy Swing Sortie Golden Banana

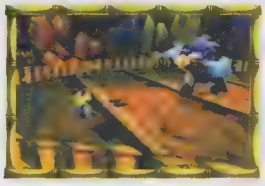
Step onto Tiny's Switch on the first inside level of the Giant Mushroom, and perform a Super Simian Slam to reveal her Banana Barrel located three levels up.

You are given 37 seconds to climb up and Ponytail Twirl to the Banana Barrel platform.

Tiny can easily make it to the Banana Barrel with 12 seconds to spare.

Once in the Banana Barrel, complete Speedy Swing Sortie to receive a **Golden Banana**.

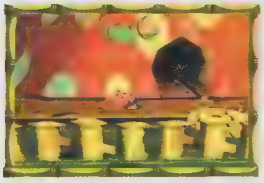
Tiny's Blueprint Golden Banana



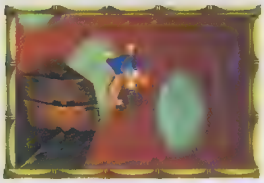
From the third level inside the Giant Mushroom, head to the outside walkway, where you will find the purple-haired Krusha on a deck.

Defeat him to receive the **Blueprint**. Return this Blueprint to Snide for a **Golden Banana** at your convenience.

Lanky's Krazy Kong Klamour Golden Banana

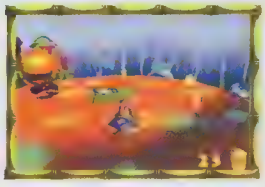


Go to the very top of the Giant Mushroom, which entails climbing all the interior ladders and exiting to the top walkway where Bananaport 5 is located.



Face the outside of the Mushroom and use the Orangstand to walk to the very top.

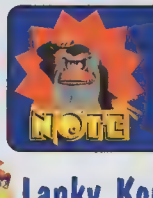
Throw an Orange at the baddie on top and perform a Super Simian Slam on the Lanky Switch.



You'll have 10 seconds to enter one of the doors off the walkway below. Quickly slide back down off the Mushroom's roof and enter either doorway. Start with the doorway closest to the Tag Barrel (*not* the one next to the Troff n' Scoff Portal).

Super Simian Slam on the mushrooms in the following order to match the colors of the Kongs on the picture: yellow, red, purple, green, blue.

This will make a Banana Barrel appear in the middle of the room. Jump into the barrel and defeat the Krazy Kong Klamour game to win a Golden Banana.



To beat this game, your speed and reflexes will have to be a little more fine-tuned than in the earlier versions. Shoot the target banana the instant you see it. Shoot all five bananas in the allotted time and you win!

Lanky Kong—Top o' the Mushroom Golden Banana

Return to the top of the Mushroom using the Orangstand move and Super Simian Slam on the Lanky Switch again. This time, enter the door on the opposite side of the Mushroom (between the Bananaport Pad 5 and the Scoff n' Troff Portal).

Inside, use the Trombone Tremor to take out the flying beasts, and bounce off the small mushrooms to reach the Golden Banana hovering near the ceiling.

Chunky—Mushroom Picture Puzzle Golden Banana

On the upper, outer walkway, use one of the Tag Barrels to change to Chunky and then Super Simian Slam the Chunky Switch near a door that leads back into the Mushroom. Inside this room you will find a picture puzzle.

Use pineapples or the Triangle Tremor to defeat the bee that is buzzing around in here.

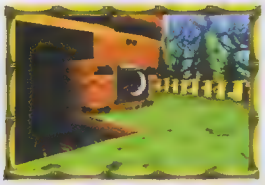
Super Simian Slam on the Chunky Switch and use the Pineapple Shooter to flip the sections of the picture around until all the pieces form Chunky's face.

When you accomplish this, a Golden Banana will appear in the middle of the room. Jump up to take it.

Giant Mushroom Area, Nighttime

Chunky's Blueprint Golden Banana

Take Bananaport 5 down to the ground, and then Bananaport 3 to the Clock Tree. Change the time to night and return the way you came.



From Bananaport 5, enter the Mushroom near the top.

Follow the path downward until you are under the highest layer of vine coverage. Find the small platform that juts from the pathway. Jump to the hanging vines and swing from vine to vine until you reach the far platform.

Exit the Mushroom through the small doorway. On the small deck, defeat the green-haired Krusha and take the **Blueprint**.

Return the Blueprint to Snide at your convenience for a **Golden Banana**.

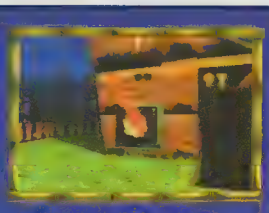
FUNKY'S ARMORY AREA

Funky's Armory area is located through the green connecting tunnel from the Clock Tree area (the one closest to Bananaport Pad 2 at the base of the Clock Tree). To access this area, Tiny uses her Feather Bow on the gate switches, and then Chunky uses his Pineapple Shooter on the next gate switches.

At Funky's, buy the Homing Shots-All Kongs weapons upgrade for five coins. This will enable you to pick up and use the Red Ammo Crates.

Funky's Armory Area, Nighttime

Chunky's Tomato Squash Golden Banana



NOTE

On your way to Funky's area make sure you change the time from day to night at the Clock Tree. Also, make sure Chunky has plenty of Crystal Coconuts.

Jump inside the Chunky Barrel near Funky's Armory and head for the tomato garden.

As Hunky Chunky, perform a Super Simian Slam on all of the tomatoes that threaten the worm in the center apple.

Then pick up the apple, take it to the Clock Tree area, and place it in the garden with the green apple symbol on the ground (use the Z Button to put down the apple).

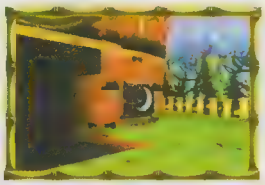
Jump up and take the **Golden Banana** above the newly placed apple.

RABBIT/BIG TREE AREA

Lanky's Blueprint Golden Banana

Use Lanky's Grape Shooter to hit the Grape Switch above the gate in the Giant Mushroom area.

Activate Bananaport 4 near the base of the Big Tree.



NOTE

Once both sides are activated, Bananaport 4 will take you between the Clock Tree area and the Rabbit/Big Tree area.

Under the Big Tree, near the Rabbit's house, find the blue-haired Krusha and defeat him to claim the **Blue Blueprint**.

Return to Snide's HQ at your convenience to exchange this for a **Golden Banana**.

NOTE

Lanky can find and defeat this Krusha during the day or night.

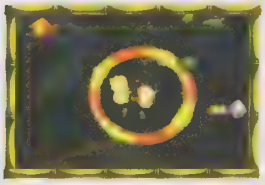
Rabbit/Big Tree Area, Nighttime

Diddy's Owl Ring Course

At nighttime, play the Guitar Guzump on Diddy's Music Pad on the stump in front of the tree. This will wake the owl that lives in the Big Tree.

It tells you to return when you have wings, so use the Tiny Barrel located near the Troff n' Scoff Portal to activate your Rocketbarrel Boost.

Fly to the owl's perch. As the owl flies a few laps around the tree, leaving rings in its wake, follow closely and fly through each ring.



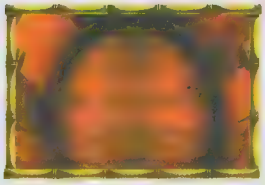
If you miss even one ring or fall too far behind, you'll have to try again.

Once you've successfully negotiated the rings, a Banana Barrel will appear on top of the tree.

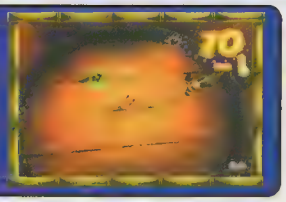
Busy Barrel Barrage

Fly to the top of the tree, and enter the Banana Barrel to begin the Busy Barrel Barrage game.

To win this game, you must defeat the regenerating Kremlings placed in the ring with you.



Quickly turn and shoot at the closest enemy as the group approaches. Continuously shoot as you turn in circles, sending peanut projectiles flying in sprinkler fashion at the Kremlings.



After surviving for the time allotted on the clock, claim the **Golden Banana** where the Banana Barrel used to hover.

Return to this the Big Tree area in the daytime to complete the other Kongs' puzzles.

Rabbit/Big Tree Area, Daytime

Lanky's Rabbit Race Golden Banana

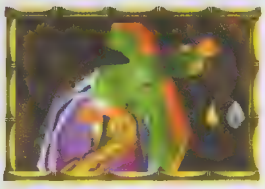
At daytime as Lanky, use the Trombone Tremor on the Music Pad near the sleeping Rabbit.

Win the race with the Rabbit to win three blue coins. Beat the Rabbit again to claim a **Golden Banana**.

Lanky must have the Orangstand Sprint ability, which you can purchase from Cranky in the *Crystal Caves* level, to beat the Rabbit a second time.

Tiny's Klaptrap Golden Banana

Take Tiny to the back of the large dirt mound (day or night) in the Rabbit/Big Tree area and use the Tiny Barrel to shrink.



Go back to the other side of the mound and jump up to the Music Pad and use the Saxophone Slam. This will summon a bird that will carry you to the top of the mound.

Drop down inside the hole in the top of the mound and throw a few Orange Grenades at the Klaptraps on the next platform.

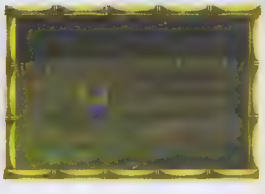
Once you've cleared them away, jump to their platform and then defeat the Klaptrap on the next platform over.

Defeating all the Klaptraps will make a Magic Bean appear on the center platform and a Golden Banana appear on an adjacent platform.

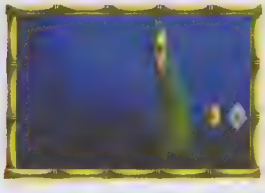
Take the Magic Bean, jump to the platform holding the **Golden Banana**, and continue to the platform supporting the Barrel Launcher. The Barrel Launcher will shoot you out of the Klaptrap mound.

Tiny's Beanstalk Golden Banana

Once you have the Magic Bean from the Klaptrap mound in the Big Tree area, use Bananaport 4 to go to the Clock Tree, and then take Bananaport 2 to Funky's area.



Place the Magic Bean in garden near Funky's Armory.

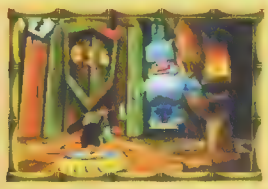


Use the nearby Tiny Barrel to shrink, and then play her instrument on the Music Pad in front of the beanstalk. The summoned bird will carry Tiny to the top of the beanstalk and into a **Golden Banana**.

Tiny can complete these tasks during either daytime or nighttime.

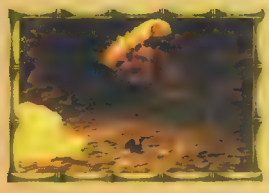
DOGADON BOSS STRATEGY

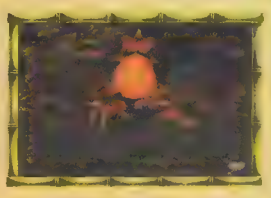
Enter one of the many Troff n' Scoff Portals found throughout *Fungi Forest* and feed Scoff 300 bananas to open the boss doors. Use Chunky to enter the boss arena.

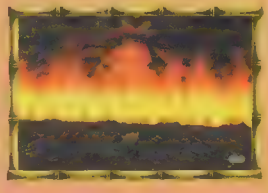


This monster has attacks similar to the last Dogadon boss, but this time it also has a shock wave stomp ability. If you can throw an explosive barrel at the boss before the shock wave reaches you, you will take no damage.

Run from side to side, only switching directions between the boss' throws, and toss the explosive barrel at the Dogadon after it lands. The Dogadon will switch sides from time to time.







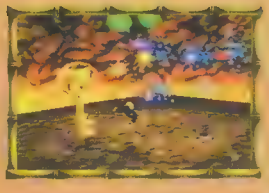
After the second time your explosive barrel makes contact with the boss, it will send a wall of fire in your direction. There is no escape; you'll have to take the damage. But as soon as it passes, you'll have an opportunity to hit the boss a third time.

After a few more fireballs have been hurled at you, the Dogadon will start stomping on the platform, causing it to slowly sink into the lava. After this point, every successful barrel hit to the boss will cause a Hunky Chunky Barrel to appear in the center of the platform.

Use the Barrel to transform into Hunky Chunky. The boss will remain stunned for a substantial amount of time. As Hunky Chunky, use this chance to throw some combo punches at the stunned Dogadon.

Do not use the Primate Punches; they are too slow. Combot are the key to winning. Keep in mind that the platform is sinking, which means you cannot miss any opportunities to hit the boss, or you will sink into the lava.

After defeating this boss, get the **Boss Key** and take it to K. Lumsy.



Funci Forest
Golden Banana Summary

Donkey Kong

- In the Mill area, pull the levers in the proper order to release a Golden Banana that can be picked up only at night.
- In the Mill area at night, enter the barn and use the Simian Switch to lower vines that lead to a Golden Banana Barrel.
- Inside the Giant Mushroom, after all of the Kongs have hit the appropriate switch, use the Simian Switch to reveal the location of a Golden Banana. Use the Barrel Launchers to reach it.
- On the outside of the Giant Mushroom, find the Barrel Blast Pad and complete the course.
- At nighttime, defeat the yellow-haired Krusha behind the barn in the Mill area.

Diddy Kong

- At nighttime, enter the attic of the barn of the Mill area and use the Peanut Popguns to activate the winch control. Play Guitar Gazump on the nearby Music Pad to reveal the Golden Banana.
- Get into the attic of the small house near Snide's HQ and complete the rafter maze.
- In the Giant Mushroom area, use the springy mushroom to leap into a Golden Banana Barrel.
- At nighttime in the Rabbit area, complete the owl's flying ring challenge.
- Defeat the red-haired Krusha found inside the Giant Mushroom.

Tiny Kong

- After Chunky has smashed the "?" box, enter the Mill through the small opening near the Tiny Barrel. Defeat the spiders to earn a Golden Banana.
- Inside the Giant Mushroom, use the Simian Switch to summon a Golden Banana Barrel.
- In the Rabbit area, use the Tiny Barrel and Saxophone Slam to summon a bird. It will drop Tiny into an area filled with Klaptraps. Defeat the Klaptraps to get a Golden Banana.
- Plant the magic bean found in the Rabbit area near Funky's Armory.
- Defeat the purple-haired Krusha found on the walkways outside of the Giant Mushroom.

Lanky Kong

- Enter the Mill at nighttime with the use of Babboon Balloon. Defeat the bats found inside to earn a Golden Banana.
- At the top of the Giant Mushroom, use the Simian Switch to open doors to the interior of the Mushroom. Use the Simian Slam on the mushrooms to reveal a Golden Banana Barrel.
- In the door opposite the one described above, use the Grape Shooter to arrange the picture to create Lanky's face.
- Defeat the Rabbit in two races. You must get Orangstand Sprint to defeat it the second time.
- Defeat the blue-haired Krusha underneath the giant tree near the Rabbit's home.

Chunky Kong

- In the clocktower area, Simian Slam on the well to enter a minecart challenge.
- In the Mill area, start up the conveyer belt and use it to crush three kegs.
- Near the top of the Giant Mushroom, use the Simian Switch to enter a room, then use the Pineapple Launcher to make Chunky's face to complete the puzzle.
- In the area near Funky's Armory, squash the tomatoes and move the worm's apple home.
- At nighttime, find the green-haired Krusha on the walkways outside of the Giant Mushroom.

CRYSTAL CAVES

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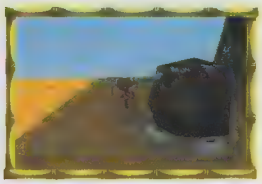
INTRODUCTION

After the fifth Boss Key has been delivered to K. Lumsy, a rock near the "ear" of DK Isle falls away to reveal the entrance to a cave. There doesn't seem to be any easy and direct path to get to it, so you'll have to do a bit of thinking.



Use a Tag Barrel to switch to Tiny. Use Bananaport Pad 2 to reach the area just outside the entrance to *Angry Aztec*. Walk past the entrance, and past the two rock-covered Music Pads, to where the path ends.

Hop and use the Ponytail Twirl to make the leap to the small ledge that is sticking out. This is the entrance to *Crystal Caves*.

NOTE

Diddy Kong can reach this spot. Use the Barrel Launcher to shoot him up to the entrance to *Fungi Forest* and use the Rocketbarrel Boost to fly to the entrance to *Crystal Caves*.

Wrinkly? Hello?

Where have the doors to Wrinkly Kong gone? They're still around, but they've been covered in crystal. Jump into the Tag Barrel and change to Chunky. Use his Primate Punch to crack open the thin ice wall nearest the Tag Barrel.

There will be a rock behind the wall, near a Krusha. As Chunky, pick it up and carry it out to the switch on the ground near the Tag Barrel. Press the Z Button to set the rock down on top of it, and the Wrinkly Kong doors will be revealed.

After showing B. Locker that the Kongs have at least 65 Golden Bananas, you're ready to enter *Crystal Caves*.

WARNING

While playing in *Crystal Caves*, the area will occasionally shake, and stalactites will drop from the ceiling. These inflict damage when they hit you. A Viking Kremling in a hidden room that can be reached only by Tiny is the cause of this shaking. If these random attacks get to be too much, change to Tiny and take it out. Use the Monkeyport Pad to reach the Viking Kremling and defeat it.

WITH DIDDY KONG

Having trouble finding Wrinkly Kong's hint door for Diddy? Use the Rocketbarrel Boost to reach it.

Instrument Upgrade

After exploring *Crystal Caves* and picking up Diddy's coins and bananas, visit Candy's Music Shop.

For seven coins, Candy's Music Shop has two great upgrades for the first Kong to visit her. The first item is the Third Melon to increase the life meter for all Kongs.

Second, Candy increases the storage capacity of the musical instruments. All Kongs now have a 20-charge maximum to their instruments.

Golden Banana #1

Top o' the Cabin

Find the tall cabin with multiple Music Pads in front of its doors near Candy's Music Shop.

Use the crates and boxes to get to the very top of the cabin.

There should only be a Guitar Gazump Music Pad on the top level of the cabin. You may have passed another Guitar Gazump Music Pad on the way up, but that one can be taken care of next.

Use Guitar Gazump on the top Music Pad to get inside the door. Defeat the two Viking Kremlings found inside.

After that is done, a Cranky Pad with Diddy's face will appear on the floor. Use the Pad to spring into the Rocketbarrel Boost Barrel.

Blast off toward any of the candles in the room. Hover over the top of the candle, and its wick will burst into flame.

When you've lit all the candles, Diddy can claim a **Golden Banana** that rises up from under the floor.

After Diddy picks up the Golden Banana, a Banana Fairy will appear in the room. Take a picture of it and it will restore Diddy and his items. This will be very helpful in getting the other Golden Banana in the cabin.

Golden Banana #2

Clear the Kremlings

Use the Guitar Gazump Music Pad near the Saxophone Slam Music Pad to get inside the tall cabin.

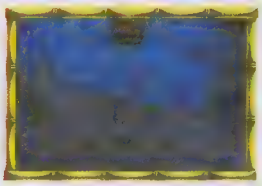
Once inside, take a few steps; the door will close behind Diddy and a timer will start. Diddy has to defeat the multiple enemies inside the room before the timer expires in order to get the Golden Banana.

A good way to defeat these enemies is to climb up to one of the ledges and take out the enemies on the other ledges from there. The best ledge to use this way is the large one in the middle. You can either backflip up to grab it or use the Rocketbarrel Boost to land on top of it.

Use Orange Grenades to clear the enemies out quickly, then hurry to each corner to take out the rest of the enemies inside the cabin. Once you've accomplished this, a **Golden Banana** will descend from the ceiling.

Golden Banana #3

Mad Maze Maul!



In the area near Funky Kong's Armory, there is a Rocketbarrel Boost Barrel.

Jump into it and fly toward the nearby waterfall. A Golden Banana Barrel is floating near the top.

Fly into it and begin a game of Mad Maze Maul!

Since most of the enemies in this Mad Maze Maul require more than one hit to defeat, use the power-up B Button move that you received from the Fairy Queen to take them out quickly. Don't charge it up too early, or the reduction in speed will slow you down too much.

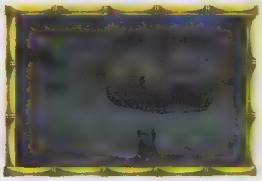
Successfully complete Mad Maze Maul to earn a **Golden Banana**.

Getting the Ammo Belt 2 Upgrade

Return to Funky Kong's Armory and he will offer the first Kong to visit an Ammo Belt upgrade. It's called Ammo Belt 2, and it is an all-Kongs upgrade. Every Kong can now hold up to 200 rounds of ammunition for his or her weapon.

Golden Banana #4

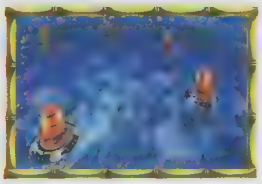
Inside the Igloo



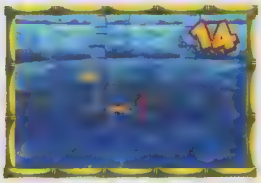
From Funky's Armory, make your way to Cranky's Lab.

> **NOTE** Unless you're a potion behind, Cranky won't have any new concoctions for Diddy to purchase.

Outside of the Lab there will be a Rocketbarrel Boost Barrel. Jump into it and fly through the opening just below the barrel, and then head for the DK Logo floating over the center of the igloo.



Music Pads will appear in front of the entrances to the igloo. Find the Guitar Gazump Music Pad and open the gate by playing your tune. Once inside, you'll face six barrels on top of numbered pads and a timer.



The trick is to pick up and smash the barrels in the order of the pads. Press the B Button to pick them up. Press the B Button again to throw them to be smashed. Use the Z Button to set the barrel back down. Destroy the barrels, starting at 1 and ending at 6, within the allotted time.

If you're successful, a **Golden Banana** will fall from the ceiling.

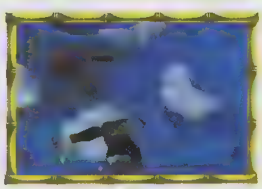
> **NOTE** Diddy defeats the red-haired Krusha to get the Red Blueprint necessary for his last Golden Banana later in this level strategy.

WITH CHUNKY KONG

> **NOTE** Chunky needs the Primate Punch ability from Cranky's Lab in order to open every area in this level.

Golden Banana #1

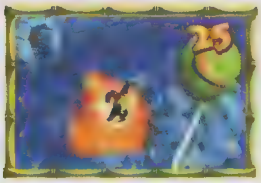
Save the Rabbit!

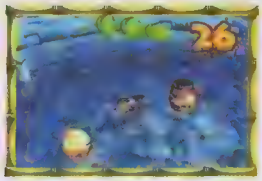


After smashing down a few walls and picking up bananas and coins, go to the igloo that had the DK Logo over it.

Find the Triangle Trample Music Pad and open the gated entrance.

Once inside, Chunky will find a white rabbit tied up to a TNT Barrel. A timer will start, and fireballs will start advancing toward the barrel, trying to make it explode.





Any of Chunky's attacks will knock out the flames, so keep moving and hitting until the clock runs down to zero.

After keeping the flames away successfully, a **Golden Banana** will fly into the igloo.

Blueprint Golden Banana

On top of the igloo where you saved the white rabbit is the green-haired Krusha.

This Krusha is a bit harder to approach due to the difficulty in climbing to the top without being tagged by the its groundwave attack.

The safest way to defeat the Krusha is to use the Triangle Trample and then hop up to the top and claim the **Blueprint** piece. Snide's HQ is in an area behind an ice wall, so Chunky needs to clear the path to it to get his **Golden Banana**.

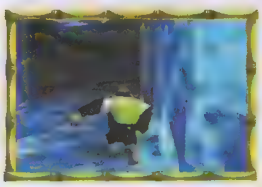
Getting Gorilla Gone

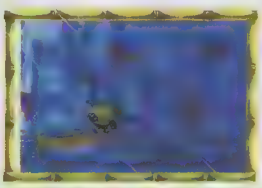
Since you'll be passing near Cranky's Lab, stop by and pick up Chunky's latest potion, Gorilla Gone (*Wheresim Gonum*).Pressing the Z Button on the Cranky Pads with Chunky's face activates them.

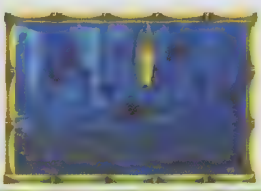
Not only does Gorilla Gone turn Chunky invisible, but it also allows him to see objects that were invisible.

Invisible Golden Banana

After purchasing Gorilla Gone from Cranky's Lab, return to the area near the start of *Crystal Caves*. If you haven't done so already, Primate Punch through the ice wall and head inside the cave.







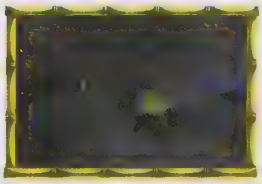
Step on the Cranky Pad with Chunky's face and turn invisible (press the Z Button). As soon as you do, a **Golden Banana** will appear in the center of the room.

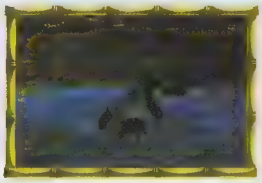
Golden Banana #4

Little Rock, Big Rock

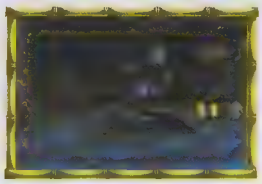
A large rock is located in the center of a round, stone ledge that can be reached from the castle (found near Funky's Armory).

Use the B Button to pick up the rock and carry it over a short, wooden bridge. Use the Z Button to set it down on top of the red-colored rock switch at the end of the bridge.





A cut-scene will show the ice around a boulder exploding away. The boulder is located behind the ice wall that hid a Troff n' Scoff Portal, close to the path to Cranky's Lab.



Jump into the Hunky Chunky Barrel near the boulder to gain enough size to be able to pick it up (by pressing the B Button). Just as with the smaller rock, use the Z Button to set the boulder on the red-colored rock switch that is moving around the room.

The next cut scene will show a crystal dome near the igloo shatter. Underneath it is a **Golden Banana**.

Also underneath the dome is a pad with Tiny's face on it. This is the Monkeyport Pad needed to knock out the Viking Kremling that is causing the random ceiling attacks.

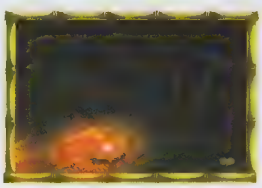
Golden Banana #5

Don't Go Into the Light

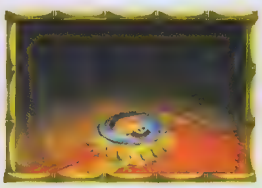
Go to the tall cabin near Candy's Music Shop and find the Triangle Trample Music Pad.

Use Chunky's instrument to get inside, and you'll find a room with three search lights and a Golden Banana Barrel.

Keep away from the swinging lights and find the three red and white targets on the ground.



Perform a Simian Slam on each of them, and a Gorilla Gone Pad will appear.



Once Chunky is invisible, jump into the Golden Banana Barrel and begin a game of Searchlight Seek!

Searchlight Seek!

With only a watermelon gun and a flashlight, you must hit enough Klaptraps in the allotted time.

Lead the Klaptraps with your shots in order to hit them with the watermelon gun. Watch their pattern, which will consist mostly of short, curving turns. After hitting one, keep the flashlight still, as the next one will typically appear very close to where the previous one was hit.

When you successfully complete this challenge, Chunky will earn his last **Golden Banana** in *Crystal Caves*.

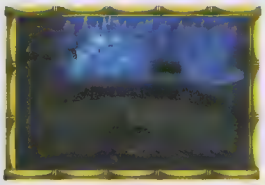
WITH DONKEY KONG

Golden Banana #1

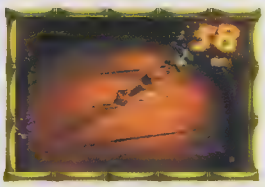
Busy Barrel Barrage!

On the path that leads to Cranky's Lab, there is a Barrel Blast Pad.

Use the Pad to launch into a round of Barrel Blast with Donkey Kong.



Make sure to pick up all of the coins and bananas on the course. They mark the path you want to follow to reach the Golden Banana Barrel.



Hit the Golden Banana Barrel and Donkey will be sent to Busy Barrel Barrage!

Armed only with his Coconut Shooter, Donkey has to keep a horde of Kremlings from hitting him.

The key to surviving this game is to act like a sprinkler—spin around while firing. Keep an eye out for any Kremlings that sneak through your shower of Coconuts, and immediately turn your attention to the closest one. After taking care of it, resume spinning and firing.

After surviving the barrage, Donkey is rewarded with a **Golden Banana**.

Golden Banana #2

Trapdoor Cabin

Find the tall cabin with the multiple Music Pads, and perform the Bongo Blast to open the correct door. Inside the cabin will be a room with a few trapdoors and some bees.

Use the Coconut Shooter to knock the bees out of the sky, and a **Golden Banana** will drop down from the ceiling. Carefully walk to it and pick it up.

The trapdoors are timed, so if one has just closed, it is safe to walk across. Otherwise, be careful because it will open and drop you down and return you to the front of the room.

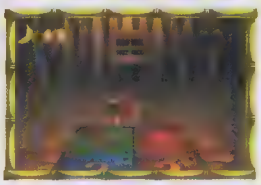
Golden Banana #3

Match Game

Not too far from the tall cabin and Candy's Music Store, there is a short climb to a stone bridge.

There are a few paths off of the bridge; each leads to a cabin. Go to the path nearest the number 2 Bananaport Pad and you should find a Bongo Blast Music Pad.

After banging out a quick tune, head inside the cabin and you will be shown an unreachable Golden Banana.



The easiest way to complete this challenge is to plan ahead. The two side walls each have one match, and two other squares that match the four squares on the floor.

Start the timer by performing a Simian Slam on any one of the squares on the floor. To rotate the room, step on one of the switches, and then wait for the room to stop moving. You must Simian Slam the matching-colored squares one after the other before moving on to the next color. When you've uncovered all six pairs, the **Golden Banana** will fall from its window perch.

Battle Crown

Before leaving the cabin, use the Battle Arena Pad to test your skill at Plinth Panic! Survive the attacks of Kremlings and Krushas to earn a Battle Crown.

Blueprint Golden Banana

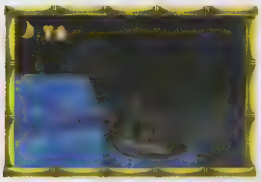
The yellow-haired Krusha in *Crystal Caves* is guarding a ledge near the castle. Follow the path leading from the castle to a circular area that has a rock sitting in its center.

One of the paths off of the circular area will lead directly to the yellow-haired Krusha.

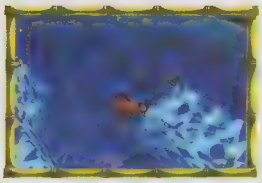
Defeat the Krusha and turn in the **Blueprint** at Snide's HQ for a **Golden Banana**.

Golden Banana #5

Spinning Spiral

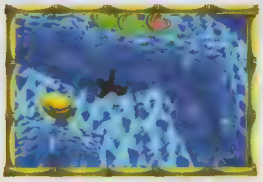


There is a Bongo Blast Music Pad at one of the entrances to the igloo.



It leads to one of the most difficult-to-attain Golden Bananas in *Crystal Caves*.

After entering the igloo, you will discover a Golden Banana in the center of a maze that has walls lined with sharp edges.

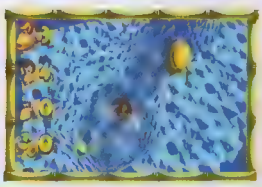


Just touching the wall will cost one entire melon of life! To add to the challenge, as soon as Donkey sets foot inside the opening to the maze, it will start to rotate.

The best way to get through the maze is keep to the center of the path (away from the sharp edges) when the maze spins in the same direction you're moving. When it reverses direction (if the maze rotated in just one direction, it'd be too easy, right?), find a wide spot in the path and move to simply keep pace with the rotation to stay at that spot.

If one of the walls ends up hitting Donkey, *keep moving forward while he's invulnerable for the short time after the impact!* It won't last forever, but so long as Donkey is blinking on screen, the walls can't hurt him. Take advantage of this to make some rapid advances.

In the center of the maze is a **Golden Banana**. Head out of the maze after picking it up, but be just as careful heading out as you were going in!



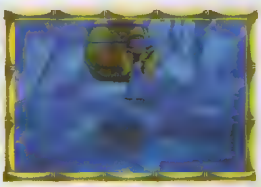
WITH TINY KONG

Golden Banana #1

Krazy Kong Klamour!

From the ledge with Donkey's Barrel Blast Pad and Lanky's Ballon Pad, drop down into the water and swim for the ledge with the Viking Kremling.

Behind it will be a small door and a Mini Monkey Barrel.



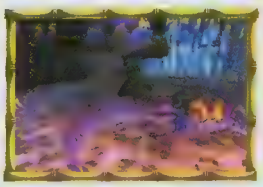
Shrink down and head through the door to an area with a Golden Banana Barrel. Jump into the barrel to being Krazy Kong Klamour!

This game is similar to the previous games of Krazy Kong Klamour, but the lights will turn off, changing the positions of the Kongs at a much faster rate. You must shoot immediately in order to hit the Golden Banana before the lights turn off.

As soon as Tiny completes Krazy Kong Klamour and grabs the **Golden Banana**, a Bananaport Pad 3 will appear in the room.

Tiny's Teleport Potion

A trip to Cranky's Lab is a must for this level. Cranky has a new potion called Monkeyport (*Warpum Craftious*) for Tiny. The potion costs seven coins. It allows Tiny to step onto a circular pad with her face on it, instantly teleporting her to another circular pad with her face on it.



Near the igloo (provided Chunky has opened up the crystal dome that it was hidden under) is one of these Monkeyport pads.

It will send Tiny to the place where the Giant Viking Kremling is causing all of the random ceiling attacks. When Tiny knocks him out, the random attacks will end.

Golden Banana #2

Shrinking Pad

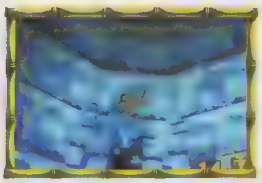
At the igloo, use the Saxophone Slam on the Music Pad to get inside. A Viking Kremling and a red pad with a white center wait for Tiny inside.

In order to earn the Golden Banana in this area, you must Simian Slam on top of the red pad four times. The first time gets it moving, and each successive Simian Slam impact causes the pad to shrink until it finally vanishes. The Viking Kremling is around to make this as difficult as possible.

The first thing to do is to take out the Viking Kremling with either a tune from Tiny, or with the power-up B Button move learned from the Fairy Queen. As soon as you've knocked it out, hit the pad with the first Simian Slam. This will start a timer and the pad will start moving.

The pad glides on the floor around the room, and you have a short amount of time to hit it before the Viking Kremling regenerates. After three hits with the Simian Slam, a **Golden Banana** will appear in the room.

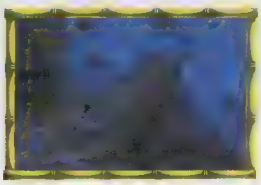
Since the pad is moving, remember that you must lead it when you jump to perform a Simian Slam. Watch out for directional changes in the pad, as well.



After you've grabbed the Golden Banana, a Banana Fairy will appear in the room. Get a picture of it, and it will recharge Tiny.

Golden Banana #3

Banana Under Glass



From Funky's Armory, head straight across the path that leads to a very small opening in the wall.

The Mini Monkey Barrel needed to make it into the small opening is a Ponytail Twirl over a small gap nearby.

After shrinking, use the Ponytail Twirl to get back and hurry into the small doorway.

Once inside, make sure to step on the number 4 Bananaport Pad, or Diddy will not be able to get his piece of the Blueprint in *Crystal Caves*.

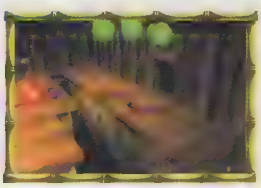
Use the Monkeyport Pad, and you will be moved under one of the crystal domes near the igloo. Inside the dome is a **Golden Banana**. Pick it up and exit via the Monkeyport Pad.

Golden Banana #4

In the Cabin

At the tall cabin, use the Saxophone Slam Music Pad to gain entrance.

A few purple Klaptraps wait inside the cabin. These are the tougher variety and will need to be hit with Orange Grenades.



If you're having trouble moving from platform to platform, use Tiny's Ponytail Twirl to help clear the gaps.

After you've defeated each Klaptrap, a **Golden Banana** will rise out of the floor.

Blueprint Golden Banana

In the area close to the tall cabin and Candy's Music Shop, the highest point is a circular stone pad. Reach the stone pad by following the path that leads to two smaller cabins and Bananaport Pad 2.

A purple-haired Krusha is waiting at the center of the stone pad. Defeat it and return the **Blueprint** piece to Snide's HQ for a **Golden Banana**.

Diddy's Blueprint Golden Banana

Use the Rocketbarrel Boost Barrel near Cranky's Lab to fly on top of the stalagmite with a Bananaport Pad 4 on top.

Bananaport to the area that Tiny originally opened up and defeat the red-haired Krusha to claim Diddy's part of the **Blueprint**.

Return it to Snide's HQ and get a **Golden Banana**.

WITH LANKY KONG

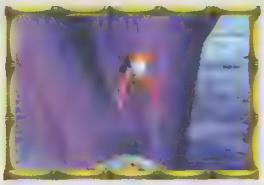
Golden Banana #1

Orangstand Sprint

Head toward the igloo, but make a stop at Cranky's Lab so Lanky can buy his latest potion. It is called Orangstand Sprint (*Palmus Dashium*) and it gives Lanky the ability move very quickly while doing his Orangstand. To activate it, jump into a floating barrel with Lanky's face on it.

Ice Tower Ascent

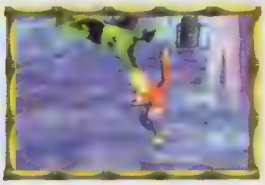
Use the Trombone Tremor Music Pad to gain entry into the igloo and knock out the enemies inside.

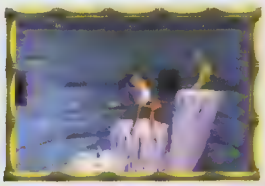


Once you've defeated them, a Lanky Pad will appear on the lowest ledge of the tall ice tower in the center of the room.

Use this Pad to float up to the next Lanky Pad, and repeat the process until you reach the top level.

Pick up the **Golden Banana** at the top and exit the igloo.

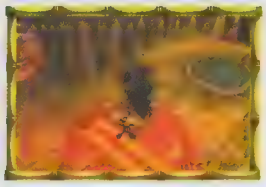




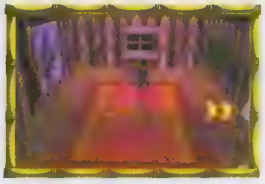
Golden Banana #2

Cabin Timed Sprint

One of the smaller cabins near Candy's Music Store has a Pad with Lanky's face on it. Use it to inflate and ride to the top of the cabin, where you'll find a Trombone Tremor Music Pad.



Play some music to open the cabin door and then go inside. Defeat the Viking Kremlings, then get on top of the Lanky Pad.



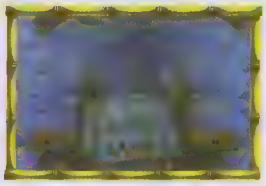
Float up to the barrel, which will activate Lanky's Orangstand Sprint. After falling from the barrel, run to the small switch in the back of the room, which will cause a very short timer to start and a Golden Banana to float out from under the floor.

Sprint to the **Golden Banana**, then hop up to grab it before the timer goes off, and it is yours.

Golden Banana #3

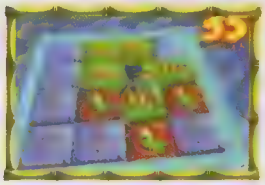
Castle Card Flip

Activate the Simian Switch in front of the entrance to the castle near Funky's Armory.



This will open up the gates and allow Lanky to enter and play a game with the small ice guy found inside.

The idea of the game is to use the Simian Slam to turn over the cards to the green side with the "DK" symbol. Your opponent will hit the cards and turn them to their red side with the picture of K. Rool.



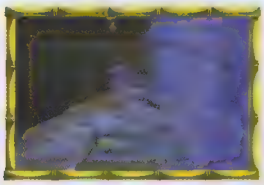
If either player hits a card already showing his color, then it will flip to the opponent's color.

The best strategy is to ignore the cards with "?" on them. Simian Slam on the cards that have already been turned to K. Rool's face. Just follow behind the ice guy and turn the cards he leaves back to the green side.

After you win, Lanky will earn a **Golden Banana**.

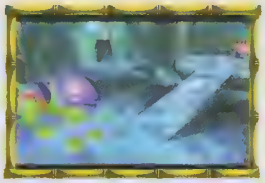
Golden Banana #4

Race the Beetle... Again



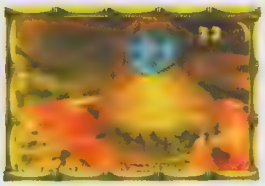
On the ground at the rear of the castle is another Lanky Switch.

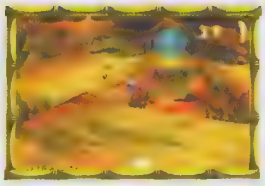
When hit with Lanky's Simian Slam, the switch will trigger the tower of the castle to open at the top. Use the two Lanky Pads to float over the top of the opened tower, and then drop inside to race against the beetle.



This time around, you have an advantage since Lanky is actually faster than the beetle in the running areas of the race, so long as you jump into the Orangstand Sprint Barrel at the start of the race.

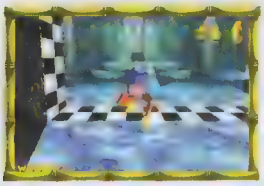
The course is different, but except for some challenging jumps, it's not much more difficult than the previous course.





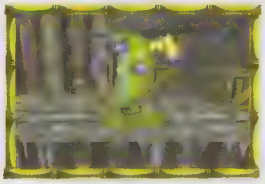
In order to complete this challenge, you must both beat the beetle and have 50 coins in your possession at the end of the race.

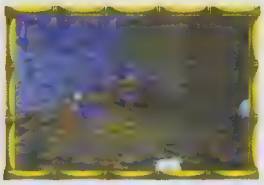
A good strategy is to stay relatively close behind the beetle throughout the race, making sure to avoid contact with it during the non-running portions of the course. Since Lanky can pass the beetle at the final sprint to the finish line, that's the best place to make your move to win the Golden Banana.



Blueprint Golden Banana

There are two ways to reach the blue-haired Krusha found on a very high ledge near Funky Kong's Armory. The first way is to use the Bananaport Pads numbered 5. One is found at the top row of doors at the tall cabin. However, in order to use it, Diddy must have landed on top of the other Bananaport Pad while Rocketbarrel Boosting around.





The other method is to use the two Lanky Pads near and on the castle to float up to the ledge.

After reaching the Krusha, defeat it and pick up the **Blueprint** piece it leaves behind.

Take it to Snide's HQ and get a **Golden Banana** in exchange.

Army Dillo Mk 2 Boss Strategy

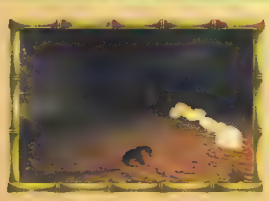
Feed Scoff 350 bananas to access the boss fight in *Crystal Caves*.

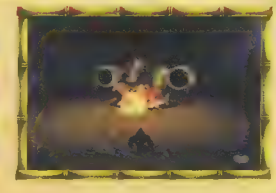
Donkey Kong is again called upon to face Army Dillo, but this time, it is faster and carries new weapons!

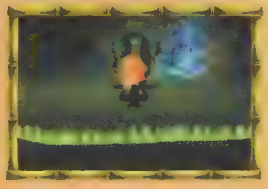
As with the first encounter, the idea is to use the TNT barrel to hit Army Dillo and

cause damage. Your first chance comes after Army Dillo's initial barrage of flaming rocks.

Just move from side to side to avoid the shots. Once the boss begins to taunt you, pick up the TNT barrel and throw it at Army Dillo's exposed head.







After the first hit, Army Dillo will roll up and chase after you while hiding in his protective shell.

When he's done rolling around, he'll show off his first new weapon, a groundwave.

Avoid the groundwave with high jumps, and prepare for another round of rolling and firing from Army Dillo. When he once again sticks his head out to taunt, hit him with another TNT barrel.

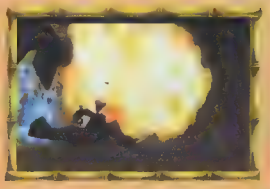
Use the same tricks to avoid Army Dillo's next round of groundwaves, rolling, and fiery rock volleys. After the third hit with a TNT barrel, Army Dillo will lose his flaming rock turrets.

Army Dillo again resorts to trying to run you down or catch you in a groundwave attack. If he's unsuccessful, he'll unveil his next new weapon: a really big flaming rock launcher. He'll then hover above the ground and launch the rocks everywhere in an attempt to take you out.

If DK stands so that the TNT barrel is between him and the missile, the missile will hit the barrel and be destroyed.

When Army Dillo lands, a large missile will come next, and it is very difficult to avoid, so be sure to have some health stocked up.

After he has fired the missile, Army Dillo will taunt again. Hit him with one more TNT barrel, and his shell will explode, ending the fight. Time to claim your Boss Key!



CRYSTAL CAVES GOLDEN BANANA SUMMARY

Donkey Kong

- Complete the Barrel Blast course found near Cranky's Lab.
- Defeat the bees found inside the tall cabin, then avoid falling through the trapdoors.
- Inside a small cabin near the tall one, complete a matching game.
- Defeat the yellow-haired Krusha found near the castle.
- Safely navigate the rotating maze inside the igloo.

Diddy Kong

- On the top deck of the tall cabin, use the Rocketbarrel Boost to light the candles.
- At the tall cabin, defeat every enemy behind the lower Guitar Gazump doorway.
- Rocketbarrel Boost to the Golden Banana Barrel in the waterfall near Funky's Armory.
- Use the Rocketbarrel Boost to uncover the Music Pads around the igloo. Enter the igloo and smash the barrels.
- After Tiny has activated Bananaport Pad 4, defeat the red-haired Krusha.

Tiny Kong

- Use the Tiny Barrel found near Cranky's Lab to reach a Golden Banana Barrel.
- Inside the igloo, Simian Slam three times on the pad that shrinks with each hit.
- Use the Tiny Barrel found near Funky's Armory to reach a Monkeyport Pad.
- Inside the tall cabin, defeat the purple Klaptraps.
- Defeat the purple-haired Krusha found on a high ledge near Candy's Music Shop.

Lanky Kong

- At the igloo, defeat the enemies inside, then use Baboon Balloon to reach the top of the ice tower.
- Inside a cabin near Candy's Music Shop, use Orangstand Sprint to trigger a switch and grab the Golden Banana.
- Enter the castle through the front door and defeat the ice guy in a card flip game.
- Enter the castle through the roof and defeat the beetle in a race.
- Defeat the blue-haired Krusha on the high ledge near the castle.

Chunky Kong

- Save the rabbit inside the igloo.
- Defeat the green-haired Krusha on top of the igloo.
- Purchase Gorilla Gone, smash through an ice wall, and turn invisible.
- Place two rocks on top of red switches in two different locations.
- Smash three pads inside the tall cabin, and then turn invisible.

CREEPY CASTLE

INTRODUCTION

NOTE

There are many different approaches you can take to complete this level since there are only a few areas that require help from another Kong to access. This strategy splits the tasks into the four major areas of the level, so feel free to complete this level in the order that is most comfortable for you.

Creepy Castle is found by entering the huge Barrel Launcher beyond K. Lumsy's island.

NOTE

You must have at least 80 Golden Bananas to gain access to this level.

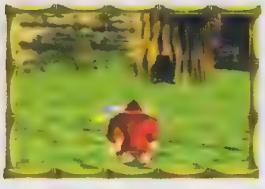
Creepy Castle is comprised of four major areas where the Kongs have puzzles to solve. These regions are the Big Tree, the Crypt, the Dungeon, and the Tower.

THE BIG TREE

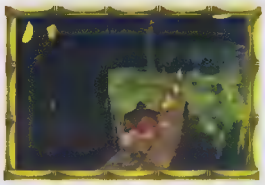
Donkey Kong's Blueprint Golden Banana

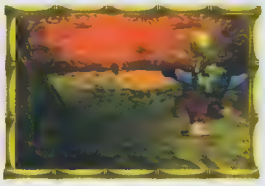
Big Tree Barrel Blast

From the beginning of the level, walk across the bridge and up a flight of stairs to the big tree.



Press the Z Button when you're standing on the Donkey Kong Pad near the big tree to enter the Barrel Blast game.





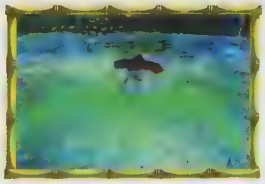
On completion, the gate in the tree behind you will open. Inside the tree, shoot the Coconut Switch to reveal a hallway and the yellow-haired Krusha.

Defeat the Krusha to gain the **Yellow Blueprint**. The next time you visit Snide's HQ, exchange it for a **Golden Banana**.

Donkey Kong's Golden Banana #2

Big Tree Snipe Targets

After defeating the Krusha inside the tree, jump down the hole into the water below, swim to the floating wood platform, and climb up onto it.

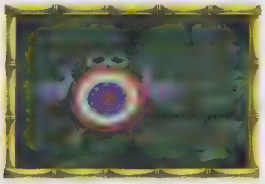


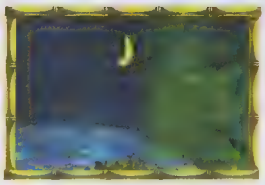
TIP

Purchase the Sniper weapon upgrade from Funky before attempting this challenge.

Three moving targets will appear on the wall.

Snipe shoot these targets as the water rises to reach to the **Golden Banana**.





Exit through the underwater arch instead of trying to head back the way you entered.

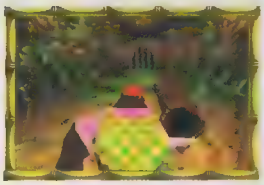
> **NOTE** A Banana Fairy can also be photographed in here.

Chunky's Golden Banana #1

Big Tree Beaver Bother

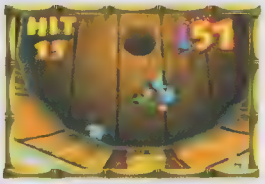
Inside the big tree near the beginning of the level, break the large, cracked wood slab and enter the newly revealed tunnel.

> **TIP** Purchase the Sniper weapon upgrade from Funky before attempting this challenge.



Shoot the pineapple switch above the door by using the Sniper mode.

You can't stand on any green foliage on the floor, or the switch will flip around. So, stand near the end of this tunnel, Snipe shoot the switch, and enter the Banana Barrel that is revealed as the gate lifts.



Play Beaver Bother to scare 15 Beavers into the center hole in 60 seconds.

Upon winning, you will earn a **Golden Banana**.

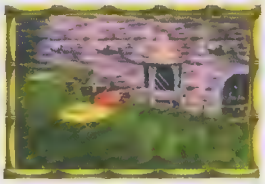
Cranky's Super Duper Simian Slam

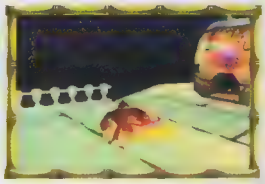
The Tower

After you complete the challenges in the big tree area, visit Cranky's Lab on the road leading up the Tower.

From the beginning platform, take any Kong up the stairs near the pool of water and climb the skinny brown ladder that leads up the cliff side (beside the big tree and the Donkey Kong Pad).

On the upper pathway, activate Bananaports 1 through 5 by stepping on them. Cross the drawbridge as it raises and follow this path until you reach the Bananaport 3 and Cranky's Lab just behind it.





Purchase the Super Duper Simian Slam (*Bigga Buttus Bashium*) for seven coins and then return to the drawbridge area.

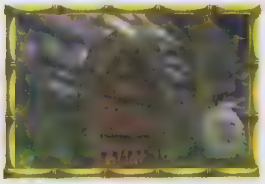
> **NOTE** The Super Duper Simian Slam is an all-Kongs upgrade and is needed to access many of the puzzles.

THE CRYPT

Funky's All-Kongs Sniper Upgrade

Near the castle drawbridge, find the lower path at the end of the small body of water that runs underneath. Nearby, you'll find a Diddy Kong Barrel on a small platform. In this area, look for a lower path from the edge of this roadway.

You will see the top of a small ladder between a stone block and a wooden post with a few Crystal Coconuts on top.



Descend the ladder to the lower path and walk along the narrow trail until you see a wooden doorway that leads into the cliff side. This is the Crypt.

Head to the back of the cavern and follow the tunnel directly into Funky's Armory. Purchase the all-Kongs Sniper for seven coins.

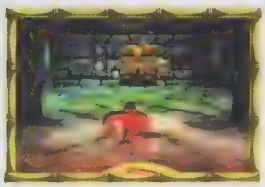
Now that you are in the Crypt, you may as well continue the adventure here. There is a Tag Barrel in the passageway that leads to Funky's. This will allow you to change characters without straying far.

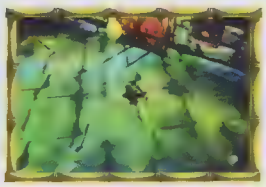
Donkey Kong's Golden Banana #3

Skull Cave

As you enter the Crypt, take the first tunnel to the left and shoot the Coconut Switch to the right of the skull door.

Step on the three Bananaports inside to activate them, and then head down the left corridor taking the next right to the Bananaport Pad 2.





Shoot the Coconut Switch above the door. Inside the room, pull the levers to unlock the door.

Use the signs posted on either side of the door as a guide. Start by pulling the left lever closest to the locked door, followed by the right lever closest to the door. Then move back to the left row and pull the rear lever.

If you try any other lever combination, Donkey Kong will get shocked and lose a quarter melon of health.

When done correctly, the double doors will open, allowing you access to the ghost train ride.

Ghost Train Ride

This is similar to the other mine cart rides. In this version, DK will confront an angry apparition who will try to steel your coins by throwing his ghastly fists at you. Finish with 25 coins to win.

Jump from track to track using the Control Stick to avoid the resident demon and to collect coins.

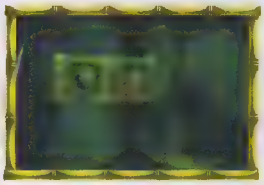
Use the A Button to hop over his hand swipes and to reach higher placed coins. When you think you've reached the end, hold on! You will jump tracks, turn around, and go back for the coins you missed.

Once completed correctly, you will earn a **Golden Banana**.

This is not a race or a timed challenge. Take your time to make sure you collect enough coins.

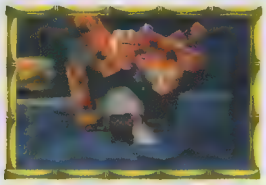
Chunky Kong's Golden Banana #2

Searchlight Seek!



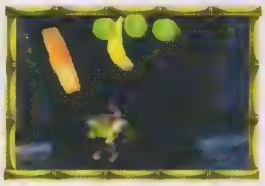
Use the Pineapple Shooter to hit the Pineapple Switch beside the skull door.

Take a right inside the cave to find the Bananaport Pad 3 at the end of the tunnel.



Shoot the Pineapple Switch above the door and enter the next room. Smash all the upright coffins with the Primate Punch to get various goodies, and in one you will find a Banana Barrel.

Jump into the Barrel to begin the Searchlight Seek bonus game. When you've hit 10 Klaptraps with the watermelons in the allotted time, you'll win a **Golden Banana**.



Diddy's Blueprint Golden Banana

In the middle intersection of the Crypt area you will find the red-haired Krusha. Defeat him and take the **Red Blueprint**.

Exchange this at Snide's HQ at your earliest convenience for a **Golden Banana**.

Diddy's Golden Banana #2

Skull Cave

Shoot the Peanut Switch beside the skull door and enter.

Take the left corridor to the end, near Bananaport Pad 1, and shoot the Peanut Switch above the door with Diddy's Peanut Shooter. Chimpy Charge the numbered switches around the coffin in numerical order and take the **Golden Banana** that lands near one of the upright coffins. It's important to hit the switches out of order. Doing so will yield a red balloon and coins.

Tiny's Golden Banana #1

Lava Hand Jump

Shoot the Feather Switch on the side of the small structure found in the cave opposite the skull cave.

Enter the lower level through the newly opened door. When you reach the "T" intersection, take the tunnel to the right.

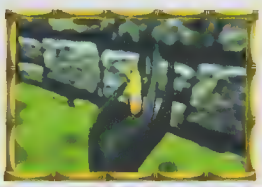
Twirl across the small pool of green lava and then Super Duper Simian Slam on Tiny's Pad to set the hands in the lava pool in motion

The Golden Banana is in the hand toward the back of the room.

If the Simian Slam doesn't trigger the switch, then you did not purchase the latest Simian Slam upgrade from Cranky.

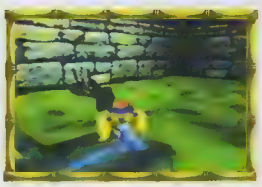
Do not fall into the lava. If you do, you will be sent to the entrance of the cave and will have to return for another attempt.

Jump to the first hand as it rises out of the lava and then to the hand to the left.



Jump into the next two hands, working your way around the left side of the lava pool until you reach the hand holding the **Golden Banana**.

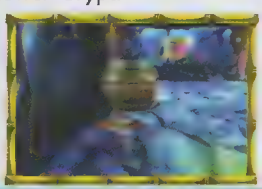
To exit the lava pool safely, leave this area the same way you came in.



Lanky's Golden Banana #1

Banana Sprint

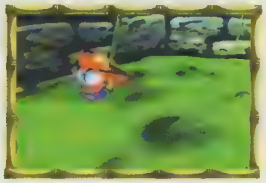
Shoot the Grape Switch next to the same small structure that Tiny used to enter the lower Crypt.



At the end of the stairs that leads into the lower crypt, stand under the Lanky Barrel and shoot the Grape Switch on the wall ahead.

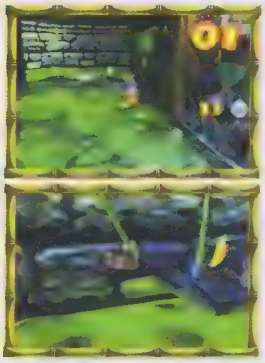
Jump into the Barrel above before the cut-scene initiates. As soon as the scene ends, run left through the corridor using the Orangstand Sprint.

You have 12 seconds to run through the hall to make it under the next gate before it closes.



At the lava pool, use the Trombone Tremor on the Music Pad to lower the vines, and then jump from vine to vine to reach the platform in the back of the lava room.

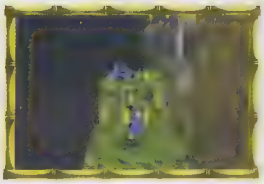
Take the **Golden Banana** and return the way you came.

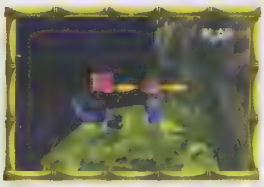


Tiny's Blueprint Golden Banana

Outside the Crypt

Switch to Tiny and exit the Crypt. Follow the narrow path headed for the drawbridge area above. Toward the end of the path that winds around the mountain on the same level as the Crypt, you will find Tiny's purple-haired Krusha on a lone platform.





Defeat him by using Tiny's Saxophone Slam before you make the jump to the Krusha's platform. Take the **Purple Blueprint** and hang on to it until the next time you reach Snide's HQ at the very top of the Castle.

NOTE

This completes the Crypt area puzzles.

THE DUNGEON

The Dungeon has two entrances. From the Crypt area, the Dungeon can easily be found by climbing the cliff side ladder near the outside Crypt entrance.

Once you are on the path above the Crypt, you will see a set of wooden stairs against the cliff side.

At the top of these stairs is Bananaport 1 and the entrance to the Dungeon.

The alternate way into the Dungeon is through the door above the body of water that runs under the castle drawbridge.

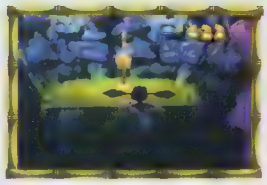
NOTE

Candy's Music Shop is also located in the Dungeon. Here you can get the all-Kongs Upgrade 2 for nine coins.

Tiny's Golden Banana #3

Teetering Turtle Trouble

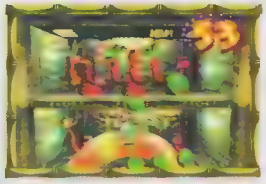
In the outer cave area of the Dungeon, use Tiny's Ponytail Twirl to cross the small chasm, collecting purple coins on the way.



NOTE

This area is just inside the entrance to the Dungeon, next to Bananaport 1.

Jump into the Banana Barrel and beat the Teetering Turtle Trouble game to earn a **Golden Banana**.



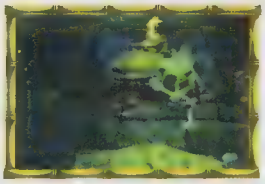
Donkey Kong's Golden Banana #4

DK Picture Puzzle

Entering the Dungeon, follow the green banana trail up to the door near the red coins. The door will open automatically when approached.

In the next area, pick up the yellow coins and do a Super Duper Simian Slam on the Donkey Kong Switch.

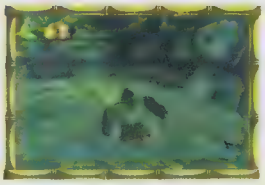
Enter the new room that opens up near the Switch and Slam on the picture blocks on the floor to assemble a picture of Donkey Kong's face.

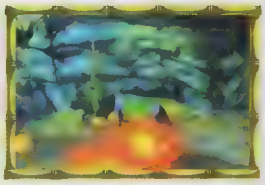


Take the **Golden Banana** that appears as the picture is completed.

Chunky's Blueprint Golden Banana

From the Bananaport 1 Dungeon entrance, follow the green trail of bananas to the green-haired Krusha and defeat it to get the **Blueprint**.





In the lower Dungeon area, Primate Punch all the closed gates to allow access to the various goodies.

NOTE

This will also allow Diddy to get the red bananas locked up behind these gates.

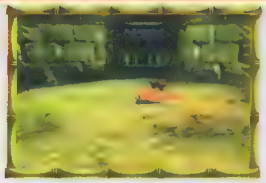
Diddy's Golden Banana #3

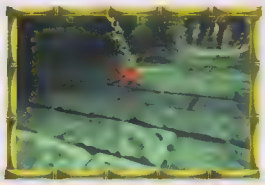
Enter the open tunnel in the dungeon cave near the red coins.

Take the first right tunnel and perform a Super Duper Simian Slam on the Diddy Pad in front of the closed door.

Stand on the straw-covered floor area to keep the secret wall containing the Golden Banana from flipping around. Snipe shoot the Peanut Switch located above the Golden Banana. Doing this will lower chains from the ceiling.

Swing on these chains across the touch-sensitive floor to the **Golden Banana**.



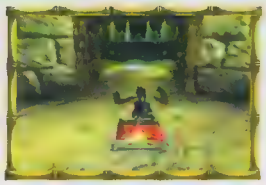


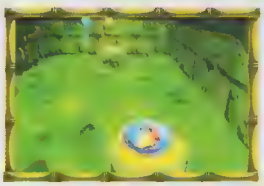
Lanky's Golden Banana #2

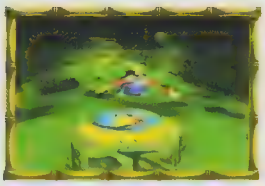
Kremling Kosh!

Use a Super Duper Simian Slam on the Lanky Pad in the Dungeon and enter the newly opened tunnel.

Play Lanky's Trombone Tremor on the Music Pad to raise small Lanky Pads out of the pool of green goo.

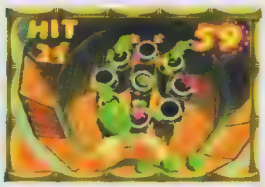






To get across, use the first Pad to inflate and float to the next, and so on until you reach the Banana Barrel at the end of the pool.

> **NOTE** If you're quick and careful, you can make it to the Banana Barrel using only two of the three Pads.



Enter the Barrel to play Kremling Kosh!

When you beat the game, jump up to grab the **Golden Banana**.

> **NOTE** This completes the Dungeon area puzzles.

THE TOWER

There are various stops on the way up the castle pathway. You will find a Museum, a Greenhouse area, the Ballroom, the Library, and a room inside the rook at the very top. Also at the very top is Snide's HQ, where you can see the full Blueprint really coming together now.

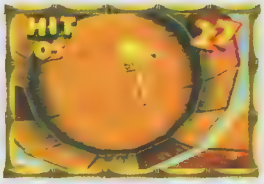
There are a few obstacles on your way up the path, such as sliding platforms and Kremlings trying to disguise themselves as ghosts with sheets over their bodies.

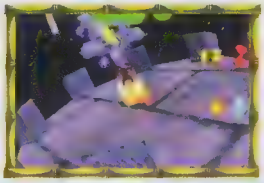
TIP The most important thing to remember is to make sure to activate all the Bananaports as you reach them. If you fall and have to re-climb this path, using the multiple Bananaports near the drawbridge will save you a lot of time and frustration.

Diddy's Golden Banana #4

Big Bug Bash

On the castle walkway near the Scoff n' Troff Portal and Bananaport 2, use the Diddy Barrel to Rocketbarrel Boost to the top of the castle.

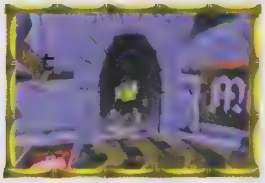




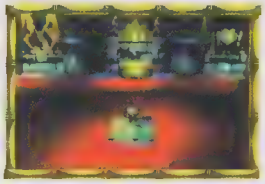
Hovering above the uppermost rook of the castle you will find a Banana Barrel. Fly into it to begin Big Bug Bash! Beat the game to earn a **Golden Banana**.

Chunky's Golden Banana #4

Museum

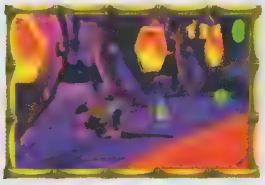


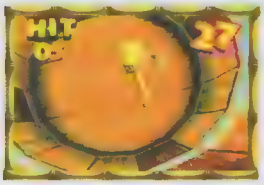
On the walkway that leads up the castle, before the Greenhouse, perform a Super Duper Simian Slam on the Chunky Pad in front of the Museum door.

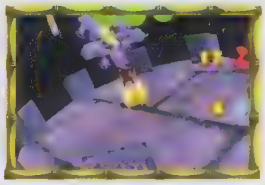


Enter the Museum and stand on the center platform to open the skull's mouth that contains the Golden Banana.

Use the Primate Punch on the three large purple switches, starting with the one closest to the entrance and then the next two in order.







Take the rock from the skull's mouth and place it on the center platform.

This will keep the table lowered, allowing you to take the **Golden Banana** from inside skull's mouth.

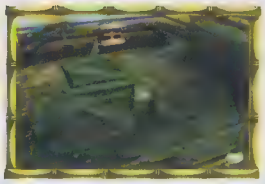
Chunky's Golden Banana #5

Greenhouse Shed

Near Bananaport 4 and next to the Greenhouse, you will find a wooden shed. Use the Primate Punch on the shed door to gain entry.

Then Primate Punch the Question Mark Box and press the Z Button while standing on the Chunky Pad to turn invisible.

Shoot all the bats that materialize, and the **Golden Banana** will appear after defeating them.

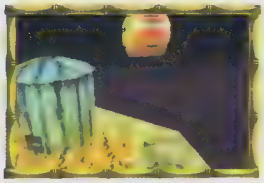


Tiny's Golden Banana #4

Candy Trash

Use the Tiny Barrel near the tin building next to the Greenhouse. Jump on top of the small red mushroom to be catapulted into the air.

Press the Control Stick to guide Tiny onto the top of the tin building, and then drop down into the hole on the rooftop.



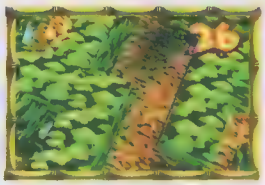
Use the Saxophone Slam to defeat the flying bugs. Once you've cleared the area of enemies, the **Golden Banana** will appear on the half-buried, overturned can.

Lanky's Golden Banana #3

Greenhouse Maze

Next to the Greenhouse, perform a Super Duper Simian Slam on the Lanky Switch.

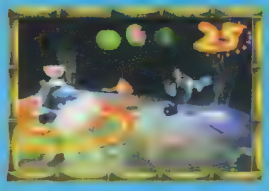
This will open the Greenhouse door. When you enter, you'll be at the beginning of a maze.



There is a Orangstand Sprint Barrel to the left of the maze entrance that you can use to speed things up, or you can just head to the **Golden Banana** at the end of the maze (see map).

Battle Crown

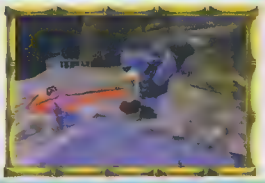
Once you take the Golden Banana, a Battle Arena Pad will appear in the maze.



Activate the Pad, defeat the cronies to earn a Battle Crown, and exit through the newly opened door in the area where the Golden Banana was.

Lanky's Blueprint Golden Banana

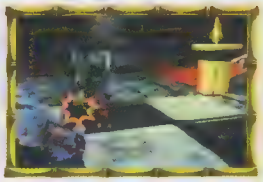
On the path that leads up the tower, just beyond the long bridge that follows the drawbridge, you will find a blue-haired Krusha. Use Lanky's Trombone Tremor to squeeze the **Blueprint** out of the Krusha. Once you reach the top of the tower, turn in the Blueprint to Snide for a **Golden Banana**.



Diddy's Golden Banana #5

Ballroom Minecart Mayhem

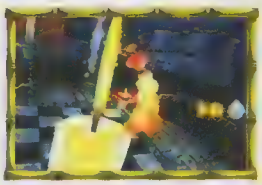
Super Duper Simian Slam on the Switch outside the Ballroom to open the entrance.



In the Ballroom, defeat all the Kremlings dressed as ghosts to make the Diddy Barrel materialize in the middle of the room.

The easiest way to do this is to use the Guitar Guzump just as you approach the checkerboard floor.

Once the Barrel appears, jump up through it and use the Rocketbarrel Boost to fly above the three candles, collecting the banana bunches as you go. At the same time, use your Boosters' exhaust to light the candles.



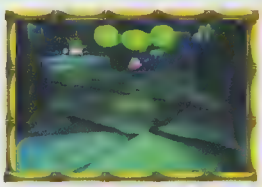
Once all three are lit, another Barrel will appear, this one being a Banana Barrel. Fly through the Banana Barrel to begin the Minecart Mayhem game.

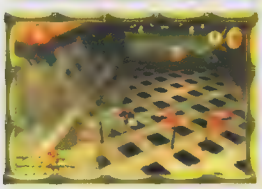
In this version, you have 60 seconds to avoid collisions with the opposing carts. After completing the challenge, you will get the **Golden Banana**.

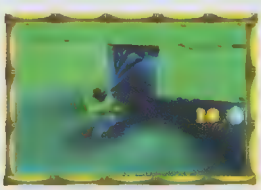
Tiny Kong's Golden Banana #5

Ballroom Race

As Tiny in the Ballroom (assuming that you used Diddy to open the Ballroom entrance), step on and activate the Tiny Pad by pressing the Z Button.







This will transport you into a room in the Museum behind a window. On top of the small house, use the Tiny Barrel to shrink, and then jump back down to enter the small opening in the house.

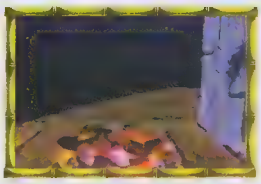
This will warp you into the *Frantic Factory* for a free-roaming car race. Collect ten coins and drive through the checkpoints.

You can miss up to five checkpoints without losing the challenge. Collect the ten coins then sacrifice the five checkpoint misses to pass your competitor.

You get a **Golden Banana** when you win.

Donkey Kong's Golden Banana #5

Library Banana



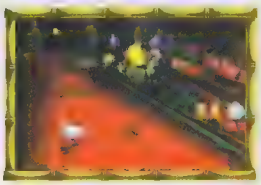
Continue up the tower path, past the Ballroom entrance, across another set of sliding platforms, up the bridge passing the Library on the left, and finally the Donkey Kong Switch in front of a small wooden door.

Before you activate the Donkey Kong Switch, check out the top of the castle.

Activate the Bananaport 5 near Snide's HQ at the top of the castle just in case you fall during the following puzzle.

Head back down to the door with the Donkey Kong Switch and perform a Super Duper Simian Slam on it. You have twenty seconds to run a little ways back down the path, jump over the cloud to the right, and into the castle through the temporarily open Library door.

Take a left as you enter the Library, and defeat all the enemies in the back room. Slam on the Switch that appears on the top of the large book pile.



Now head back to the entrance and take the alternate route. Follow the hallway and avoid the flying books by using the DK Strong Kong Barrel in the alcove to the left.

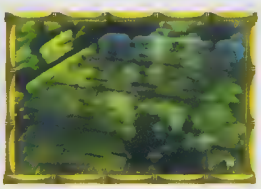
Take the **Golden Banana** from the room at the end of the hall, and then shoot the Coconut Switch on the back wall.

Enter the hidden exit behind the moving bookshelf. This will place you back near the wooden door near the top of the castle.

Lanky's Golden Banana #5

Beaver Bother Banana

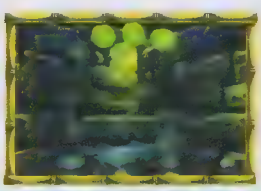
Use the Tag Barrel on the top of the Castle to change to Lanky.



Use the Super Duper Simian Slam on the Lanky Switch, enter the castle, defeat all the enemies, and shoot all the Grape Switches above.

Press the Z Button while standing on Lanky's Pad to inflate and float into the rising steam.

Use the steam to carry you to the Beaver Bother Barrel.



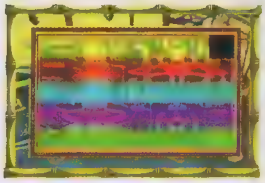
Be patient! This is the toughest Beaver Bother game yet. Just remember there is a **Golden Banana** waiting for you after beating this game.

Snide's HQ

Using the nearby Tag Barrel, turn in everyone's Blueprints to Snide's HQ, located at the top of the castle.

Your Blueprint should be mostly complete now.

The only piece left to obtain will be the one at K. Rool's Island.



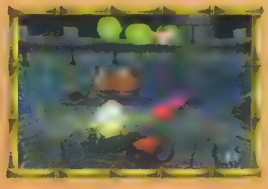
NOTE

This completes the Tower area puzzles.

K. ROOL CUT-OUT BOSS STRATEGY

Feed Scoff 400 bananas and enter the boss doors with Lanky.

Use the Barrel Launchers with all the Kongs to hit the K. Rool cutout.

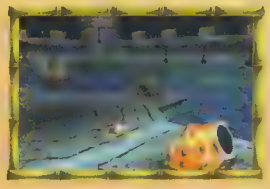


NOTE

There are Kremlings behind the cutouts that will rebuild it and protect it with constant laser attacks.

Avoid the Kremlings' laser fire and continue to launch yourself at the K. Rool target as it appears in four different locations.

Enter the barrel that lights up, which corresponds to K. Rool's new location.

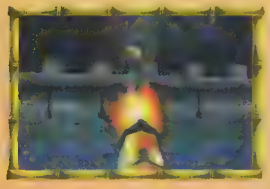


WARNING

Beware of entering the barrel that points at a fake K. Rool target.

TIP

You can recognize the fake K. Rool cutout by the difference in color. Also, the fake one is somewhat dimly lit compared to the real target.



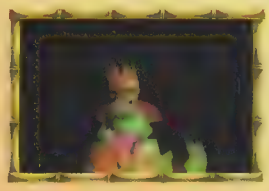
WARNING

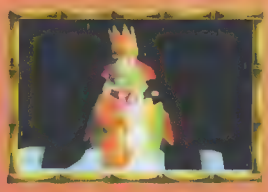
If you miss the target, you will loose the Kong that was launched for the remainder of the stage.

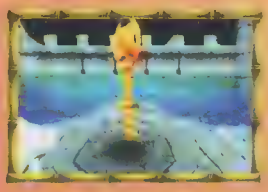
TIP

If you stay near the center of the platform, you will be less likely to accidentally enter a barrel that you do not wish to enter, avoiding "misfires."

After five successful hits, the cutout will loose its arms and begin to pop up in the various areas at a much faster rate. After the quick succession of pop-ups, it will pause at two different areas to scatter laser fire at you.







In order to hit the cutout, watch where it starts and count each time it changes places. It will eventually reappear at the spot where it started—this is the chance to hit it. The instant the cutout pops up again, jump into the barrel and hit it. Do this three times, and the cutout will fall to pieces. The seventh **Boss Key** will be yours!

CREEPY CASTLE GOLDEN BANANA SUMMARY

Donkey Kong

- Complete the Barrel Blast challenge near the Big Tree. Inside the tree is the yellow-haired Krusha.
- Inside the Big Tree, shoot the three targets with the Coconut Shooter.
- Complete the Ghost Train Ride inside the skull in the Crypt area.
- In the Dungeon area, complete the Donkey Kong face puzzle.
- Inside the Library, use the Strong Kong Barrel to walk through the flying books.

Diddy Kong

- Defeat the red-haired Krusha in the Crypt area.
- Chimpy Charge the numbered pads in the Crypt area.
- Use the Peanut Popgun to lower chains in the Dungeon area.
- Rocketbarrel Boost to the top of the Castle.
- Use Rocketbarrel Boost to light the candles found inside the Ballroom.

Tiny Kong

- In the Crypt area, use Ponytail Twirl to jump across the stone hands.
- On a ledge near the Crypt area, defeat the purple-haired Krusha.
- Inside the Dungeon area, use Ponytail Twirl to jump into a Golden Banana Barrel.
- Near the Greenhouse, use the Tiny Barrel and mushroom to get inside the tin building. Defeat the enemies found inside.
- After Diddy has opened the Ballroom, use the Monkeyport Pad to compete in a car race in *Frantic Factory*.

Lanky Kong

- Use Orangstand Sprint and Trombone Tremor to lower the vines in the Crypt area.
- Inside the Dungeon area, use Trombone Tremor and Baboon Ballon to reach a Golden Banana Barrel.
- Complete the maze found inside the Greenhouse.
- Near the top of the castle, use the steam and Baboon Balloon to rise to a Golden Banana Barrel.
- Defeat the blue-haired Krusha on the path that leads up the tower, beyond the drawbridge.

Chunky Kong

- Inside the Big Tree, use the Pineapple Launcher to access a Golden Banana Barrel.
- Inside the skull in the Crypt area, use Primate Punch to smash open the coffins.
- Defeat the green-haired Krusha in the Dungeon area.
- Use a rock to keep a skull's mouth open in the Castle's Museum.
- Defeat all of the bats found behind a door to a shed near the Greenhouse.

DK Isles Golden Bananas and Other Stuff

Before Jungle Japes

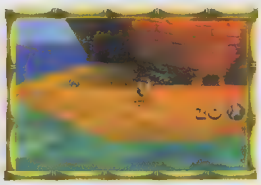
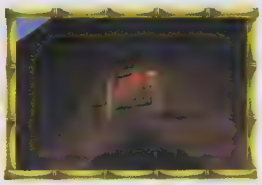
K. Lumsy Island

Donkey Kong gets a Golden Banana when K. Lumsy opens up the *Jungle Japes* area. The Banana is located near the entrance to *Jungle Japes*.

After Jungle Japes

Fairy Island

Tiny uses her Feather Bow to trigger the Feather Switch on the back of Fairy Island. The Switch raises the gate blocking a Golden Banana.

At Fairy Island, Tiny can shrink down and enter the small cave opening. Inside, she encounters a crying Banana Fairy Queen who explains that her Banana Fairies have scattered. She arms all Kongs with a power-up move and a Banana Film Camera that is used to return the Banana Fairies to their island.

K. Lumsy Island

Lanky uses the Grape Shooter on the Grape Switch found on the back side of K. Lumsy's island. The Switch raises a gate blocking a Golden Banana.

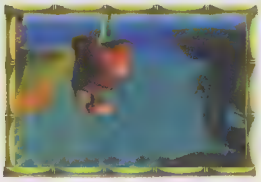
DK Island

Walk to the back side of Donkey Kong Island with **Chunky**. Use the Pineapple Shooter to open a gate with a Golden Banana behind it.

After Angry Aztec

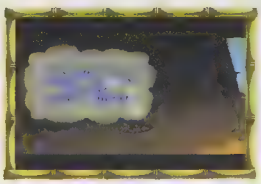
K. Rool's Ship

Take **Donkey Kong** to the area near the entrance to *Frantic Factory*. If it has been activated, use Bananaport Pad 4. Down a ramp from the entrance is a platform near some hanging vines. Look down to find a Coconut Switch, and use the Coconut Shooter to open a gate. A Golden Banana is behind the gate.



DK Isle

Near the entrance to *Angry Aztec*, use **Chunky** to move a rock off of a Triangle Trample Music Pad. Play his instrument to summon the info bird, which will bring a Golden Banana to Chunky.



K. Rool's Ship

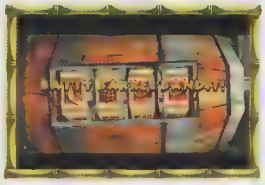
Use Chunky's Primate Punch to bash the "?" Box outside *Frantic Factory* to reveal a purple-haired Krusha. **Tiny** must defeat the Krusha and turn in the Blueprint to Snide for a Golden Banana.

Also inside the box is a Banana Fairy.

After Frantic Factory

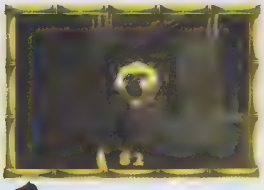
K. Rool's Ship

Use the **Diddy** Pad near Snide's HQ on K. Rool's ship to Simian Spring into a Golden Banana Barrel above and play Batty Barrel Bandit! Win the game to earn a Golden Banana.



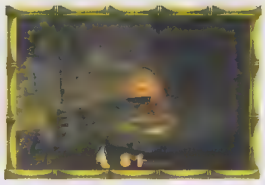
DK Isle

Use Diddy's Chimpy Charge to knock down the two gongs at the entrance of *Angry Aztec*. **Tiny** can then use her Ponytail Twirl to jump into the Golden Banana Barrel. She will earn a Golden Banana after winning a game of Big Bug Bash.



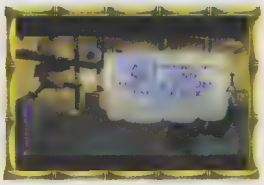
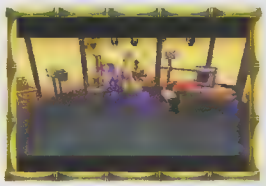
K. Rool's Ship

At the entrance to *Frantic Factory*, **Donkey Kong** can use his Gorilla Grab to pull the lever and start a platform moving up and down. Ride the platform to the top and play on the Bongo Blast Music Pad to have the info bird bring a Golden Banana.



K. Rool's Ship

At the entrance to *Gloomy Galleon* is the green-haired Krusha. Defeat it with **Chunky** and pick up the Blueprint piece. Exchange it at Snide's HQ for a Golden Banana.

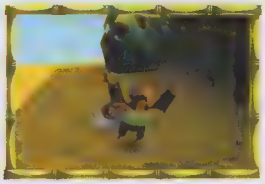
Battle Crown

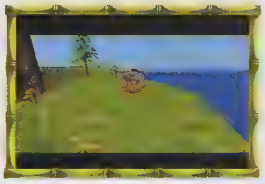
At the entrance to *Gloomy Galleon*, use Chunky to move the rock from the top of the Battle Arena Pad. Use your Kong of choice to win Bish Bash Brawl and claim a Battle Crown!

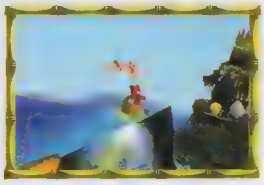
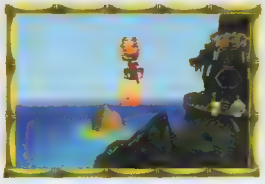
After Gloomy Galleon

DK Isle

Above the entrance to *Angry Aztec*, use Chunky to move the boulder on top of the Trombone Tremor Music Pad, then have Lanky play a tune on top of it. This will cause a Rocketbarrel Boost Barrel appear outside of the entrance to *Fungi Forest*. Use **Diddy**'s Rocketbarrel Boost to get to a Golden Banana Barrel at the top of DK Isle.

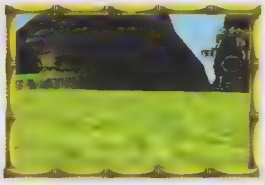
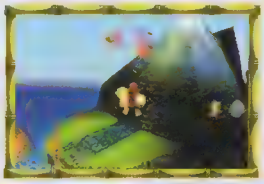
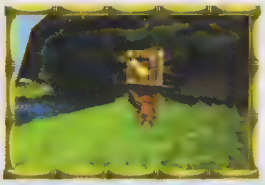




DK Isle

Take **Diddy** to the area outside the *Fungi Forest* entrance, then jump or Rocketbarrel Boost to the ledge with a stream and cave. Use the Peanut Popguns on the Switch on the wall. The gate will rise, leaving a Golden Banana for Diddy.

After Fungi Forest

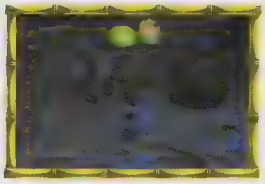
K. Rool's Ship

At the entrance to *Gloomy Galleon*, use Chunky's Simian Switch to open a small, underwater gate. Have **Tiny** jump into the Mini Monkey Barrel, then swim through the tunnel to a room with a Golden Banana.

DK Isle

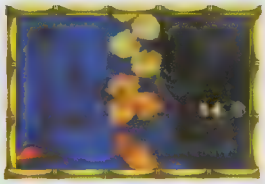
At the entrance to *Crystal Caves*, use Chunky's Primate Punch to bash through the two ice walls. Change to **Donkey Kong** and jump into the Strong Kong Barrel. Walk across the room to a lava-filled room and pick up the Golden Banana floating above the lava.

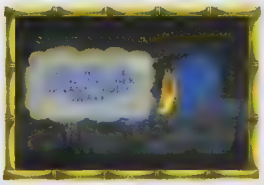
In same room as the Strong Kong Barrel in the preceding paragraph, there is a blue-haired Krusha. Use **Lanky** to defeat the Krusha, and take the Blueprint piece to Snide for a Golden Banana.



DK Isle

Inside the entrance to *Crystal Caves*, use the Rocketbarrel Boost Barrel to reach a Guitar Gazump Music Pad with **Diddy**. Play Guitar Gazump, and the info bird will bring a Golden Banana.





After Crystal Caves

K. Lumsy Island

Take **Lanky** to K. Lumsy's Island. Use the Orangstand Sprint to open the gate blocking the Golden Banana, then run across room to pick up the Golden Banana before the gate closes.

Battle Crown

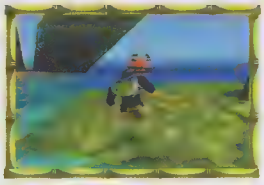
Use each character's weapon to shoot the mushroom floating across the ceiling at the entrance to *Fungi Forest* (order indicated by the color of the mushroom) to reveal a Gorilla Gone Pad. Use Chunky to turn invisible and spot the Battle Arena Pad. Win a game of Forest Fracas to get the Battle Crown.

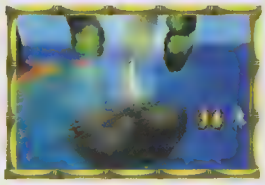
K. Rool's Ship

Take **Tiny** to the back of K.Rool's ship, across from K. Lumsy's Island. Use the Monkeyport Pad to go to the top of the ship. Play Saxophone Slam on the Music Pad to get a Golden Banana.

DK Isle

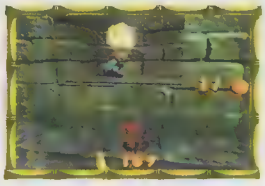
After Tiny has played Saxophone Slam on top of K. Rool's ship, a Hunky Chunky Barrel will appear on a small island near the giant "X." Have **Chunky** jump into the Hunky Chunky Barrel, then Simian Slam on top of the "X."





K. Rool's Ship

At the center of the *Creepy Castle* entrance area, use Donkey Kong's Coconut Shooter to open the gate to a red-haired Krusha. **Diddy** must defeat it and return the Blueprint to Snide.



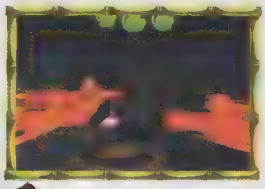
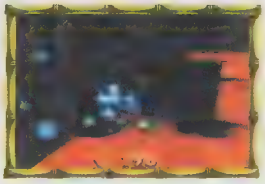
K. Rool's Ship

At the entrance to *Creepy Castle*, have Chunky move the rock on top of the pad, then change to **Lanky** and use his Baboon Balloon ability to float up to a Golden Banana Barrel.

After Creepy Castle

K. Rool's Ship

At the entrance to *Hideout Helm*, have **Chunky** jump into the Gorilla Gone Barrel to turn invisible. Swing on the vines to reach a Golden Banana Barrel. Win a game of Kremling Kosh! to earn the Golden Banana.

K. Rool's Ship

After Chunky has activated the Banaport Pad 1 at *Hideout Helm's* entrance, take **Donkey Kong** across the Bananaport Pads to the entrance, and use his Coconut Shooter on the Switch to reveal the path to the yellow-haired Krusha. Defeat the Krusha and take the Blueprint piece to Snide for a Golden Banana.

Bonus Menu

After the final Blueprint piece has been turned in to Snide, press C-Up button inside Snide's HQ to call up a Bonus Menu that gives you access to the various Golden Banana Barrel games!

Fairy Queen's Gift

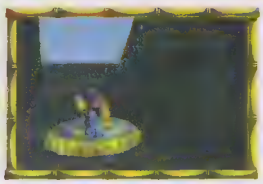
After getting pictures of each of the 20 Banana Fairies, return to the Fairy Queen, who will give you a very special gift. It's just beyond this door...

HIDEOUT HELM

NOTE

Before starting the journey through *Hideout Helm*, you must have the following items: at least 100 Golden Bananas, four Battle Crowns, the Rareware Coin (from Cranky's Jetpac game), and the Nintendo Coin (from the Donkey Kong arcade machine in *Frantic Factory*). Without these items, you cannot get the final Boss Key from *Hideout Helm*.

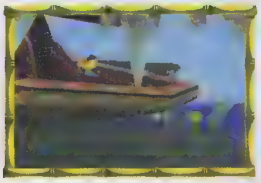
Finding the Way In



Finally! The entrance to *Hideout Helm* is revealed when the eighth Boss Key is used to free K. Lumsy. It isn't easy finding a way into the final area, but Tiny has a fairly direct path using the Monkeyport.

Use the Monkeyport Pad on K. Rool's ship to get to the very top.

Walk around to the front of the face to the ship, where the jaw has opened. Jump, and then use the Pontytail Twirl to land inside the mouth.



Now, walk into the jaws of K. Rool and prepare for the final area!

Getting Across the Lava

Use the Tag Barrel to change to Chunky, and then use the Invisibility Pad to reveal the locations of vines needed to get across the lava.

TIP

Before crossing, make sure to step on the Bananaport Pad so the other Kongs can make the trip to the other side of the room.

TIP

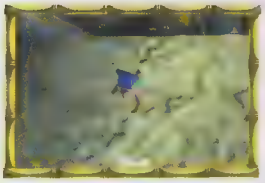
Make sure that both Lanky and Chunky have Kremling-seeking ammo before entering (there are boxes near the Tag Barrel). This will help out immensely in getting through *Hideout Helm*.

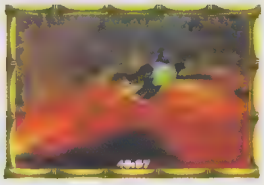
As soon as the Kongs enter *Hideout Helm*, a countdown begins. K. Rool has ordered the Blast-O-Matic to be used on DK Island!

The total time in the countdown is dependent on how many Blueprints the DK Crew has given to Snide. If every Blueprint has been handed over, Snide will be able to block the use of the Blast-O-Matic for 50 minutes. The amount of time the DK Crew is given shut down the Blast-O-Matic will be decreased by one minute for each missing piece of the Blueprint.

Getting Through Hideout Helm

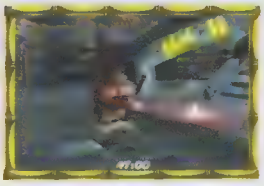
Hideout Helm is designed to challenge every member of the DK Crew. Without working together, this will be a very short visit. Start out with Lanky and use his Orangstand to get up the steep halls at the start.



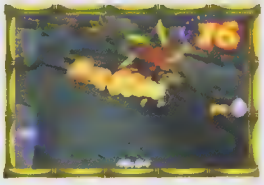


The next obstacle is a Pineapple Switch that requires Chunky's Pineapple Shooter. It will open a door that leads to some vines dangling over a patch of lava. Swing from vine to vine to reach the next obstacle.

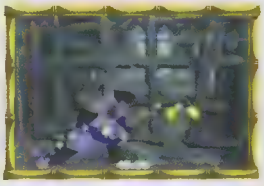
It's hard to see what to do next, and that's the cue to change to Tiny. Look for the Mini Monkey Barrel and jump into it. Run through the small opening that leads to the Blast-O-Matic power room.



Inside the room will be doors marked with Roman numerals. In order to open the doors, change to Donkey Kong and use the Gorilla Grab on the lever.



This will make a group of DK Logos appear, which Diddy must fly through in less than sixty seconds.



After Diddy navigates the DK Logos, use Chunky's Primate Punch to smash through the gates that stand between the Kongs and the power sources.

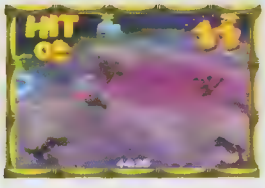
The second Roman numeral door leads to Chunky's challenge. To save a small amount of time, just knock out Donkey Kong's door first. Knock out the rest after you change back to Chunky in order to complete his area behind Door II.

DOOR I: DONKEY KONG

Play Bongo Blast on the Music Pad to gain entrance to the area behind the glass doors. Once inside, Donkey Kong will be faced with two floating K. Rool Barrels. Jump into them and complete the challenges inside.

Rambi Ramming

The Rambi challenge forces Donkey Kong, as Rambi, to knock down 18 Kremlings in 30 seconds. The catch here is that Rambi cannot touch any of the power pylons, or you'll have to start over.



The key to getting enough Kremlings in the short amount of time is to make sure to get them in groups. Don't waste time running down lone Kremlings. They will reappear in groups of two or three at a time, so keep moving in a circle around the area, knocking out any group in front of you, and then moving on to the next.

Barrel Blast

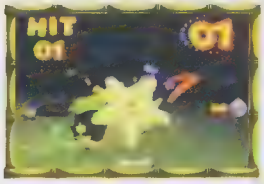
The Barrel Blast challenge has Donkey Kong firing out of a barrel to hit some targets on the wall. You must hit three targets in less than 30 seconds. Once again, you must avoid hitting the power pylons.

As soon as both challenges are complete, one fifth of the power to the Blast-O-Matic will be gone, and a Triangle Trample Music Pad will appear in front of another glass door. Grab the Banana Medal, return to the Tag Barrel, and switch to Chunky.

DOOR II: CHUNKY KONG

Find the Kremling

One of Chunky's challenges is to find and bash a Kremling. You have only 20 seconds to smash open the one box that contains the Kremling, and then bash it before it can get away.



Start out by jumping into the Hunky Chunky Barrel and then use Primate Punch to open the boxes. When you find the Kremling, stay in Hunky Chunky mode and just make contact with it to beat the challenge.

Kremling Target Practice

Chunky's other challenge is to use the Pineapple Launcher to take out some Kremlings. Did you remember to grab the Kremling-seeking ammo at the start of *Hideout Helm*? If you have it here, this challenge should be pretty easy. Hit five Kremlings in less than 30 seconds, and the challenge will be over.

When you've completed both challenges, the Blast-O-Matic will lose another fifth of its power, and a Saxophone Slam Music Pad will appear. Grab the Banana Medal and head for the Tag Barrel.

DOOR III: TINY KONG

DK Star Bounce

One of Tiny's challenges is to bounce off the springy mushrooms to fly through the DK Logos. Use Tiny's Ponytail Twirl to help guide her through the air, and this challenge will end quickly. Fly through three DK Logos in less than 30 seconds, and you're ready to continue to the next challenge.

If you're having a hard time getting through the DK Logos, then try to position yourself so that the mushroom lies between your starting point and the DK Logo you're aiming for. When Tiny reaches the height of her jump, she'll already be heading in the right direction. It will then be a matter of using the Ponytail Twirl to cover the distance.

Don't Touch the Floor!

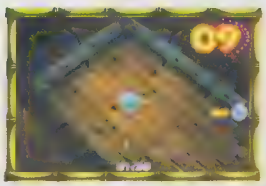
Tiny's other challenge also involves DK Logos and the Ponytail Twirl. This time, Tiny must complete a circuit without touching the ground. She starts on top of a crate and must use her Ponytail Twirl to move from crate to crate. In the process, she must fly through the DK Logos. Once Tiny accomplishes this within 30 seconds, the challenge is won.

When Tiny completes both challenges, a Trombone Tremor Music Pad will appear, and another fifth of the Blast-O-Matic's power will dissipate. Get the Banana Medal and return to the Tag Barrel.

DOOR IV: LANKY KONG

Orangstand Sprint Maze

Lanky's maze challenge forces him to use Orangstand Sprint to find a switch hidden in a wooden maze, and then cross the checkered line in less than 25 seconds. To make it difficult, Kremlings are sprinkled throughout the maze. Avoid them, step on the switch (it doesn't require a Simian Slam), and then get to the finish.



Zinger Hunt

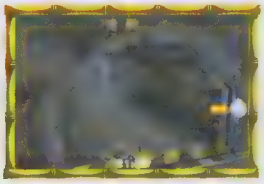
Lanky's other challenge is similar to one of Chunky's. He has 30 seconds to hit three Zingers with his Grape Shooter. If you have the seeking ammo, you'll easily complete this challenge.

If you run out of seeking ammo, then use the Sniper Sight to hit the slow-moving targets.

When Lanky completes the two challenges, a Guitar Gazump Music Pad will appear in front of glass doors high above the ground. Grab the Banana Medal and head to the Tag Barrel.

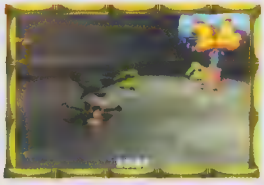
DOOR V: DIDDY KONG

Just to reach his area, Diddy Kong will need to use the Rocketbarrel Boost to fly near the top of the Blast-O-Matic. A short ledge is cut into the wall; it leads to the Guitar Gazump Music Pad and Diddy's challenge area.



Mystery Kremling

One of Diddy's challenges gives him 30 seconds to find and bash a specific Kremling and then use a Simian Slam to activate the Switch. You'll know you've hit the right Kremling when a tone sounds—hurry back to the starting spot and finish the challenge with a Simian Slam.



Spin n' Shoot

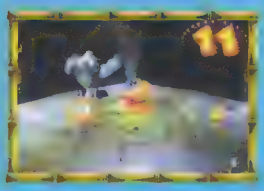
Diddy's other challenge involves using the Rocketbarrel Boost to fly up and shoot four Peanut Switches positioned around the arena. Once all four Switches are triggered, the steel cage covering a switch will raise. Use a Simian Slam on the switch, and the challenge is complete.

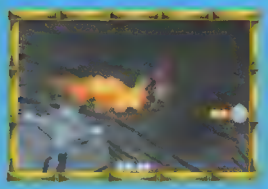
While staying in the center of the arena, fly up to the proper height to shoot a switch. Then press the Z Button to hover in place and spin around to hit the remaining switches.

After Diddy has finished his challenges, the last of the power to the Blast-O-Matic is cut off and the timer will stop. A door with K. Rool's face will open, and the DK Crew is ready to move to the next area.

Battle Crown

At the very top of the Blast-O-Matic is the final Battle Arena Pad. Diddy is the only Kong that can reach it, and he needs his Rocketbarrel Boost to get there.





Land on the Pad and Diddy will be sent to a round of Shockwave Showdown! Spare no amount of Crystal Coconuts here! Use the power-up B Button attack and keep clear of the edge of the ring.

The Bridge

The door with K. Rool's face leads to the bridge of his ship. Go through the door marked with a number 4 superimposed over a Battle Crown.

Go to the wall with the Rareware and Nintendo Coins, and it will open up, provided you have earned both coins. Behind the door is the final **Boss Key** and two Banana Fairies.

Leave *Hideout Helm*, visit the Fairy Queen, and take the Boss Key to K. Lumsy to begin your final confrontation with K. Rool!

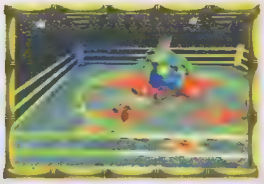
K. Rool Final Boss Battle

Ready for the final challenge in *Donkey Kong 64*? This will be a battle broken up into three-minute rounds, and each Kong must knock down K. Rool in his or her own special way to defeat him. If any of the Kongs are unable to knock him down within three minutes, then the round will end and K. Rool's health will be replenished, while yours will not. If K. Rool deplenishes all the health of the Kong facing him, then you must start over the entire fight!

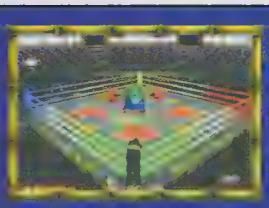
Versus Donkey Kong

Barrel Blast Punchout

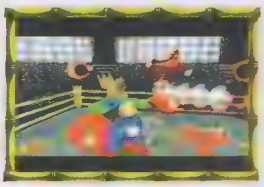
First up against K. Rool is Donkey Kong and his Barrel Blast. As soon as the fight starts, hop onto and climb to the top of the corner turnbuckle pad. You have to avoid K. Rool at the start of the fight, because DK's barrels don't appear immediately. K. Rool begins by sending out shockwaves in an attempt to knock you out.



As the fight begins, climb onto a turnbuckle to keep out of harm's way. The shockwaves will not harm you if you're not standing on the mat. If you're too far from a turnbuckle as a shockwave approaches, use the high jump (Z Button + A Button) to leap over it.

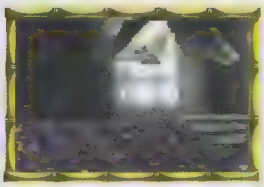


Once the barrels appear, from your position on the turnbuckle, press up on the Control Stick to enter the barrel.



K. Rool will go into a defensive posture, tossing out quick jabs that you can't get past. In order to hit K. Rool at all, he must be in the midst of taunting you, raising his arms in a premature celebration of victory. Make sure his large chin is in the crosshairs, and press the Z Button to fire Donkey Kong at him.

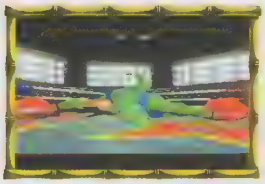
The first two blasts are the same. Wait for K. Rool to finish his flurry of jabs, and hit him when his arms are raised.



After each shot, you have to get Donkey Kong into a corner with a barrel and climb back into it. Each barrel will dissappear once a successful hit has been launched from it. If you fire Donkey Kong over K. Rool's head, you may actually land inside the barrel opposite where you started.

K. Rool tries to outsmart you as you attempt the third hit. After a few jabs, he will raise his arms very quickly, and then bring them down immediately, hoping to goad you into an early shot. Wait for the second raising of his arms, and quickly fire Donkey Kong for a hit.

The final shot is the most difficult because Donkey Kong must be launched *before* K. Rool raises his arms. K. Rool has a pattern of jabs and arm raising. Count the number of jabs he does before each arm raise, and then anticipate it. If you time your shot right, you should hit K. Rool just as his arms go over his head.

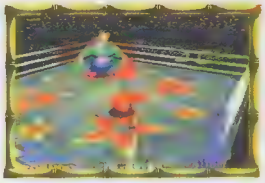


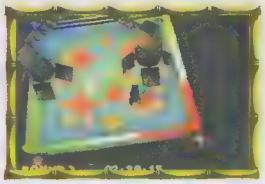
Once you've knocked down K. Rool a fourth time, it's time for Diddy to take over.

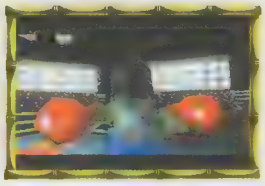
VERSUS DIDDY KONG

Lights Out!

K. Rool pulls out a new trick against Diddy. He unleashes a boomerang glove, which Diddy has to avoid it until his Rocketbarrel Boost Barrel appears in the center of the ring.







When the Barrel appears, jump into it and fly up to the light fixture above the ring. A target will appear on either side of the light under which K. Rool is standing. Use the Peanut Popgun to hit both targets, and the light will crash on top of K. Rool's head.

Do this with each of the lights, and the fourth light will be stuck over the top of K. Rool's body, knocking him down.

K. Rool doesn't remain idle as Diddy tries to shoot down the lights. He continues with the barrage of boomerang gloves. With each light, K. Rool picks up the pace and accuracy of his throws.

After Diddy knocks down the fourth light, it's Lanky's turn.

VERSUS LANKY KONG

Banana Peel Pummel

Thanks to Diddy, K. Rool is unable to see where he's going for his fight against Lanky, but that doesn't stop him from stumbling around the ring. Avoid the lumbering lizard until the numbered posts appear outside of the ring.

When the posts appear, move Lanky to a spot in the ring that lines up with one of the round pads on the floor outside the ring. While facing out of the ring, press the B Button to extend Lanky's arms to hit the number switch on the post.

WARNING

Don't pound on the B Button, or that will trigger Lanky's double-arm thrust, which won't reach the posts but will hold him in place as an easy target for K. Rool.

When Lanky hits a number switch on a post, the round pad will raise up, bringing a barrel with it.

Pick up the barrel by pressing the B Button. This will reveal the locations of four Music Pads. Roll the barrel (press the B Button again) into the center of the ring. After rolling a short distance, the barrel will explode, leaving a giant banana peel in its place.

Get to a Music Pad and wait for K. Rool to move to a position where the banana peel lies in his path directly back to Lanky's position.

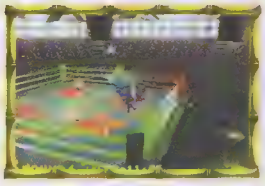
At this instant, play the Trombone Tremor to bring K. Rool sprinting toward Lanky. If the banana peel is lined up in his path, he will slip on it. Do this four times, and Lanky will win his part of the bout.

Each post and Music Pad can be used only once. Keep track of which posts you've used so you don't have Lanky vainly swinging at a number switch you've already used. Also, the barrel will remain elevated on its round pad for only a short amount of time. Don't wander away from the barrel you've called up, or it will go back to the ground. Each Music Pad will also vanish after a successful hit; the pad that vanishes corresponds with the numbered post used to raise the barrel, not the one Lanky uses to coax K. Rool into slipping on the banana peel.

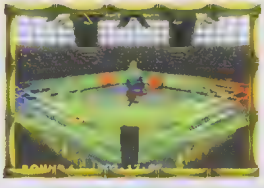
VERSUS TINY KONG

"Toeing" the Line

After the Kremlings manage to remove the light from K. Rool's head, he's ready to face Tiny. K. Rool will run around the ring, send out a few shockwaves, and occasionally stop to rub his backside.



When he's stopped like this, a Mini Monkey Barrel appears. Tiny needs to jump into the Barrel to shrink, and then run into the hole in K. Rool's left shoe (to *your* right as you face K. Rool).



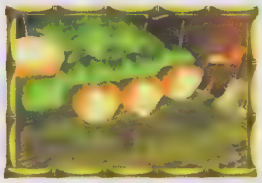
TIP

Avoid K. Rool's shockwaves by using the Ponytail Twirl or by climbing a turnbuckle pad.

TIP

Don't put too much distance between Tiny and K. Rool, or Tiny will not have enough time to jump into the Barrel, shrink, and get inside the shoe before K. Rool begins moving again.

Tiny has to enter the shoe four separate times to shoot one of K. Rool's toes with her Feather Bow. A different toe will be the target on each trip, starting with the left-most toe and working to the right. With each successive trip, the targeted toe will require one more hit than the one that came before. So, the second toe takes two hits, the third toe three hits, and the fourth toe will take four.



Upon entering the shoe, the toes will begin to wiggle, either one at a time or in pairs. This a sign that they are about to extend and "attack." Move in front of the stationary toes to avoid being hit.

Keep moving until a toe raises up, becoming vulnerable to Tiny's Feather Bow.

When multiple hits are required, Tiny must wait for the toe to raise each time before hitting, meaning she can't fire two arrows into an upraised toe to score two hits.

After the fourth hit on the fourth toe, K. Rool will collapse, and it will be Chunky's time to finish the fight.

VERSUS CHUNKY KONG

Slow-Mo Final Blow

Taking a cue from professional wrestlers, K. Rool begins the round by flinging himself against the ropes, bouncing around the entire area of the ring. After bouncing off of a few ropes, he vanishes and passes over a Chunky Simian Switch in the middle of the ring as he continues his hazardous charge.

While K. Rool is invisible, you can follow his progress by watching the round shadow cast on the boxing ring floor. Carefully make your way to the center of the ring, and activate the switch with a Simian Slam.

This will cause four Gorilla Gone Pads to appear, one in each corner of the ring. Pressing the Z Button while standing on one of the pads will cause a Hunky Chunky Barrel to appear, floating over the center of the ring.

When the Barrel appears, Chunky will turn invisible, and K. Rool will fade back into sight. Avoid K. Rool and jump into the Hunky Chunky Barrel to become a size more fit to battle the big lizard.

Chunky and K. Rool square up at opposite corners of the ring. K. Rool sets himself and charges toward Chunky. It's up to you to hit him with a Primate Punch before he connects with an uppercut. You have to time your punch very precisely; too soon or too late, and you can count on K. Rool sending you flying!

NOTE

After each punch, whether Chunky hits K. Rool or K. Rool punches Chunky, four things will happen: Chunky reverts to normal size, the Simian Switch reappears in the center of the ring, K. Rool turns invisible, and he then resumes rushing around the ring, bouncing from rope to rope. Time to repeat your tactics to try for the next hit.

K. Rool's first two cross-ring charges at Chunky are similar: a straight dash that requires the right timing to score a hit.

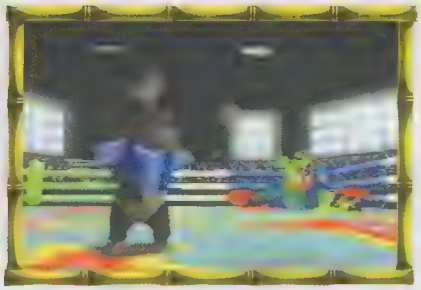
TIP

Just remember that the Primate Punch has a slight lag at start-up, so don't let K. Rool get too close before unloading.

K. Rool digs into his bag of tricks for the third and fourth charges. He will turn invisible before charging toward Chunky, making his shadow the only indicator of his position.

The third charge is again straight ahead, while on the fourth and final charge, K. Rool weaves from side to side before taking an invisible swing at Chunky.

Once you successfully land the fourth punch, you've finally defeated K. Rool once and for all! Sit back and enjoy a well-deserved victory cinema!



Multi Player and Game Bonuses

Multiplayer Games

Once you've rescued the first Kong in the main Single Player adventure, you have access to the Kong Battle Option from the Main Menu. As you gather Battle Crowns, more features will be added to this Option. There are two Multiplayer games from which to choose.

Battle Arena

Battle Arena closely resembles the fights to win the Battle Crowns. While duking it out in Battle Arena, power-up items will randomly appear and grant the Kong or Krusha that picks it up a special attack or ability.

Here is a listing of the items and what effect they have:

Item	Effect
Blue Banana	Freezes All Enemies
Yellow Banana	Increases Speed
Ammo Box	Five Shots with Kong's Shooter
Crystal Coconut	Increases size
Orange	Sends Out Shockwave Attack
Watermelon	Restores Some Life
"?"	Random Event; Could Be Any of the Effects Above, or It May Reverse Your Controls

Monkey Smash

The other Multiplayer game is called Monkey Smash. Each Kong is equipped with the abilities and items that they have in the Single Player game. There are three arenas to choose from, and each is packed with a variety of terrain, special weapons, and Bananaport Pads.

BANANA FAIRY SECRETS

DK Theater

For two Banana Fairy photographs, you'll gain access to the DK Theater from the Mystery Menu. This allows you to replay any of the cinema scenes you've seen during the game, including the opening DK Rap.

Bonus Games

For six Banana Fairy photographs, the Rambi, Engarde, Classic Donkey Kong Arcade, and Jetpac bonus games are opened for play at any time.

Boss Fights

For ten Banana Fairy photographs, you gain access to the Boss Fight Menu. You are able to fight any of the boss characters that you have already defeated during play in the Single Player adventure.

Krusha On/Off

For 15 Banana Fairy photographs, you have the choice to activate Krushas in Battle Arena Multiplayer games. Now you can play as a Krusha in fatigues!

Cheats

For getting all 20 Banana Fairies, you receive the ability to use the Cheat Menu. When you set any of the cheats to "ON," all Kongs will have an unlimited amount of that item available to them in the Single Player adventure.

DONKEY KONG® 64

OFFICIAL STRATEGY GUIDE

TIME FOR SOME REAL MONKEY BUSINESS!

Donkey Kong is back and he's brought reinforcements! But *first* you gotta rescue 'em, and *then* you gotta help 'em through nine gigantic levels! Want to throw a monkey wrench into K. Rool's diabolical plans? Make sure you're YDK compliant—peel back the pages of this essential guide and go bananas!

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Every level, every character, every golden banana, and MORE!

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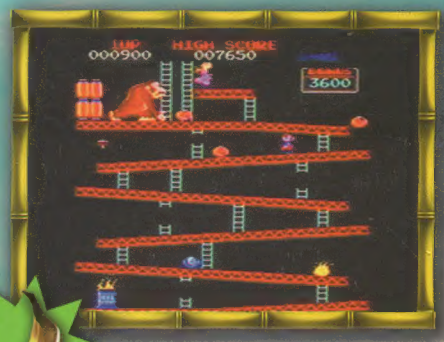
Defeat every boss, all the way up to K. Rool!

DETAILED LEVEL MAPS

Pinpoint everything you need to find and collect!



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DONKEY KONG® 64 OFFICIAL STRATEGY GUIDE

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